BRITAIN'S LONGEST RUNNING COMMODORE 64 MAGAZINE

YC

C64 C128

JULY 1991
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MANCHESTER UNITED EUROPE

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- GEM-X
- EXTREME
- THE POWER
- NORTH & SOUTH
- POWER UP
- WORLD CHAMPIONSHIP SOCCER
- SKULL & CROSSBONES

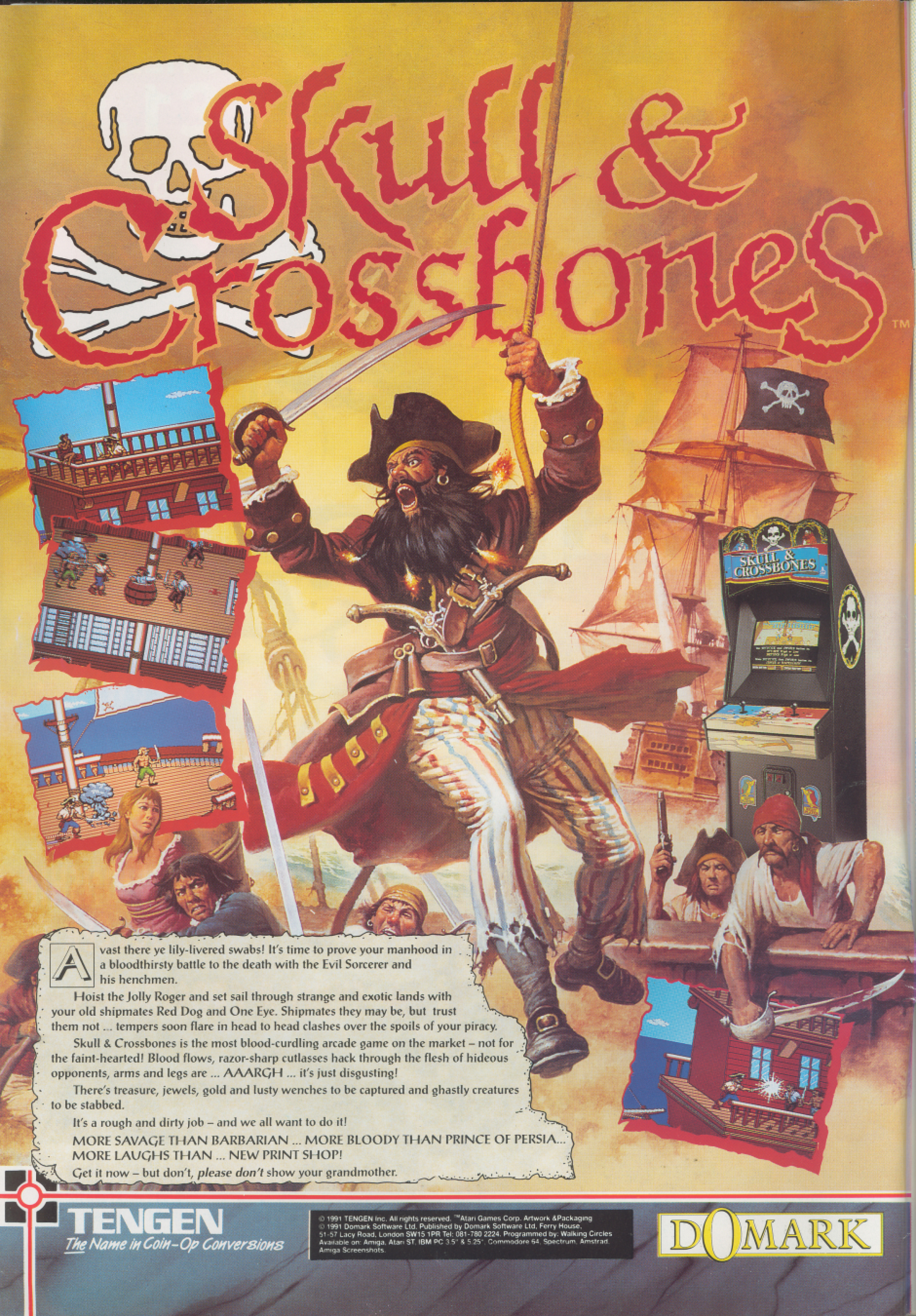
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YC PHOTO STORY

There once was a boy from Seville
Who'd do anything for a thrill
Once for a jape
He stole my YC tape
Now his nuts reside in Brazil
Funky Fruitbat 1991

If your tape isn't here, then jolly well ask your newsie where it is!

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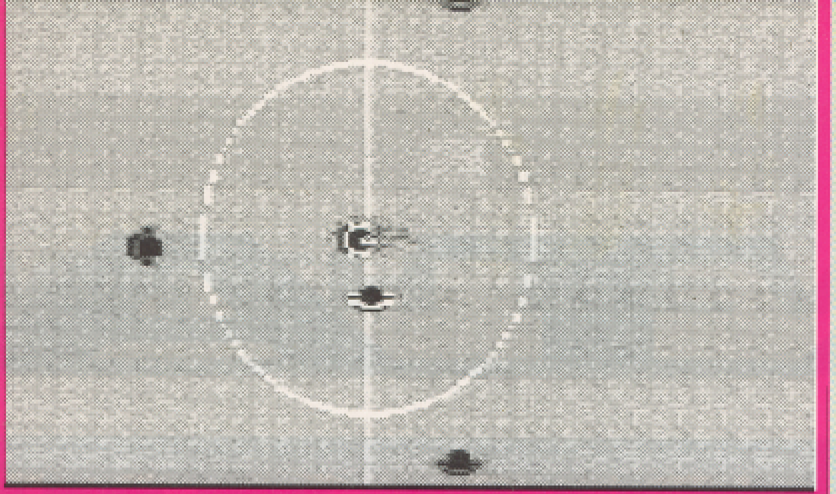
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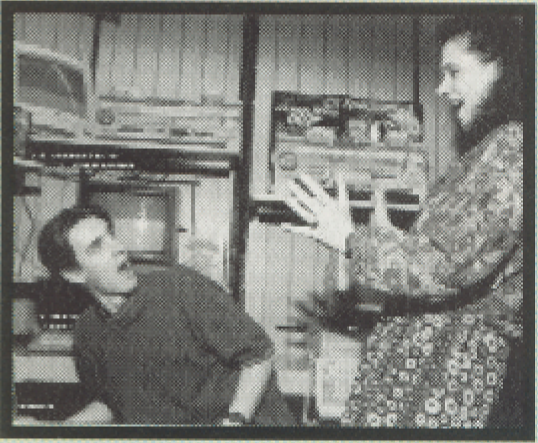
Skull & Crossbones™
SKULL & CROSSBONES
A vast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA... MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, *please don't* show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

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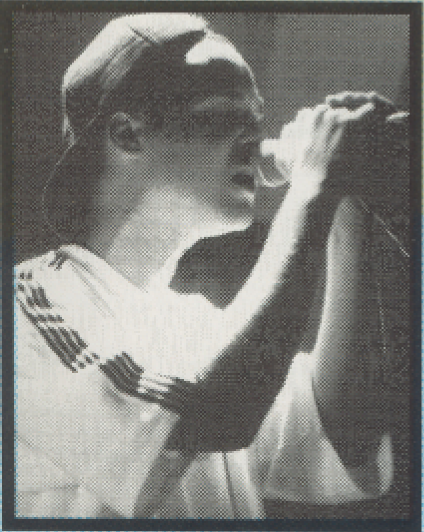
YC JULY 1991



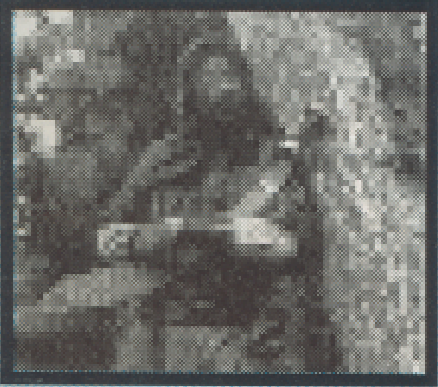
✪ MANCHESTER UNITED EUROPE (p10) - The first review of what could well be the best ever C64 footy game. Is the ref blind or are we telling the truth?



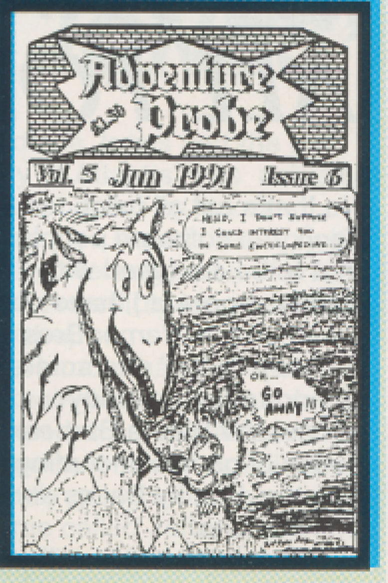
✪ YC PHOTO STORY (p42) - Is it love at first sight? YC peeps star in a tale of love, romance and... computer games. PLUS: Win a Kodak camera of your very own!!



✪ BIG THRILLS (p58) - YC's new guide to what to pick up when you're NOT playing computer games (and we're not talking Penguin bars).



✪ ZINE MACHINE (p20) - It doesn't have to be glossy to be good (although it helps!), the latest crop of 'zines get the once-over. Check out an alternative voice!



✪ TALES FROM THE SCRIPT (p60) PLUS Shoot the Tube (p60) - Loadsafilms chatted about, reviewed and abused by cuddly Dave Hughes, YC's pet film writer. As he likes to say "Remember you read it here first!"

DATA

THE PICK OF





PEOPLE DO THE SPACKIEST THINGS

Domark's 3-D Construction Kit came in quite useful when their Putney-Costa del Sol Time-Share didn't quite work out!

YOU MUST BE JOKING!

Q: What is a Spectrum?
A: A Pregnant Calculator!

Er, Howard Knibbs from Prestwood in Bucks, kindly leave the stage!

TEN GAMES YC READERS MIGHT FIND IN THEIR RECORD COLLECTION

1. St. Soup Dragons - Storm
2. Earth, Wind and Fire & Forget - Titus
3. Happy MonDays of Thunder - Mindscape
4. Arkanoid II - Revenge of MaDohna - Ocean
5. Famous Jackson Five - Enigma Variations
6. Super Wonderstuff-boy - Activision
7. Atomic Robo New Kids on The Block - Activision
8. Indiana Jesus Jones and The Temple of Doom - U S Gold
9. LED Zepplin Storm - U S Gold
10. Fiendish Freddy Mercury's Big Top o' Fun - Mindscape

ON THE SPOT, YOU'VE EITHER GOT IT OR YOU'VE NOT

Get into practice for Computer Boffo!

1. David Platt, Kenny Dalglish, Maradonna - who in computer terms is the odd man out?
2. What was the so-called sequel to Bubble Bobble?
3. Klax, APB, Cyberball, Vindicators - what's missing from The Winning Team compilation?

Answers
1. David Platt hasn't got a computer licence (yet)
2. Rainbow Islands.
3. Escape from the Planet of the Robot Monsters

TH-THA-THAT-TH-THAT'S NOT ALL FOLKS!

No that's not all folks cos Hi Tech, the software people (not to be confused with trendy shoewear), have now taken on the Warner Bros 'Looney Tunes' characters to add to their already-successful Hanna Barbera series of games, including Scooby, Wacky Races and The Jetsons.

Cartoon-a-holics will soon be able to see their favourite characters like Bugs Bunny, Daffy Duck, Elmer Thudd and Sylvester & Tweetie Pie animated on-screen.

Thank God computers can't sing cos if I hear that silly song "I taught I taw a puddy cat a-cweeping up" ...(stop! Ed) again, I'll puke over the keyboard!

WITH BEVY BABES

THE NEWS CROP

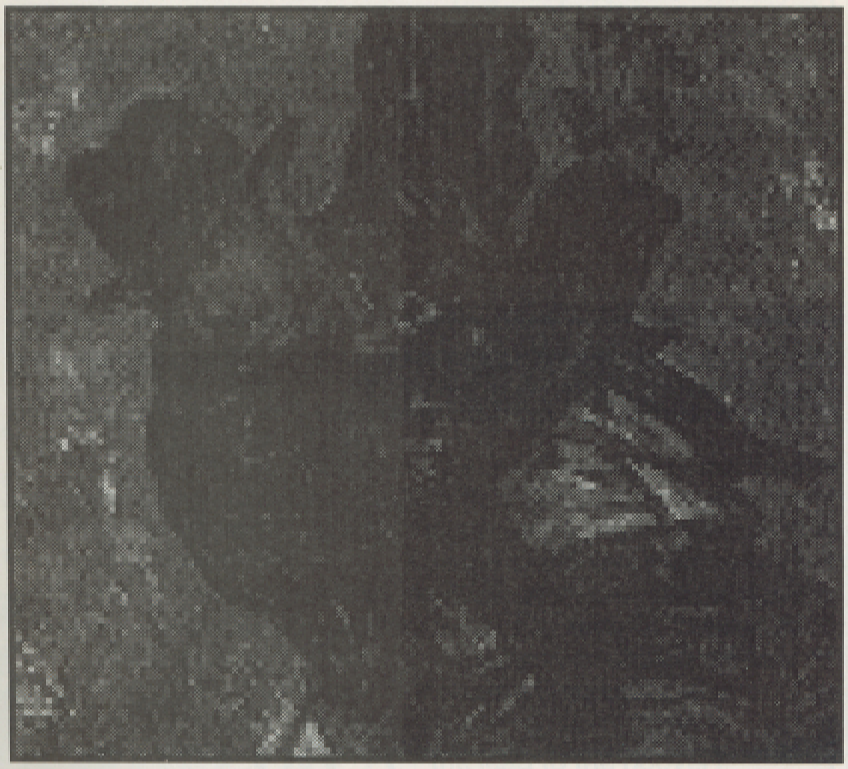
INFO-FREAKO

The names that matter!

Commodore Business Machines Ltd
The Switchback
Gardner Road
Maidenhead
Berkshire
SL6 7XA
Tel: 0628 770088

Hi-Tech Software Ltd
4-5 Barmouth Court
Barmouth Road
Sheffield
S7 2DH
Tel: 0742 587555

Krisalis Software Ltd
Teque House
Masons Yard
Downs Row, Moorgate
Rotherham
S60 2HD
Tel: 0709 372290



KEEPING UP WITH THE JONES'

U S Gold just couldn't let a good Spielberg script and the dosh and acclaim that usually follows go to waste, could they? Poor things.

They will be the only people releasing the fourth in the series of Indiana Jones films, on screen. Indy 4 (the film, not one of those compilations of weird dance tracks that YC tries to palm off on you in its Freebie column!) or more fully 'Indiana Jones and the lost City of Atlantis' was actually turned down by Harrison Ford 'cos he was fed up with being stereotyped (in films with incredibly long names, maybe)!

Rumour has it that Jeffrey actually turned down a part as an extra - but that's not important 'cos U S Gold are hardly going to bring out a game called Jeffrey Davy and The Hat of Disaster!

YC RECIPE CORNER

It's Back and Doing The Continental!

This month's tasty treat comes from Loco Larsson in Sweden who wrote to YC with the secret recipe to give you more time to play your fav games and to help you live longer (without any friends - Ed).

YOU WILL NEED

10 well cleaned tin cans
10 cans of baked beans
5kg of meat cut in small pieces (beansize)
4 onions chopped in small pieces
1 or more garlic (the more you use the more flies you kill)
Butter & spices

WOT YOU DO

Fry the onions, garlic and the meat, slop in the beans, add spices, and stir it all together. Divide between the tins and place in the freezer. Take tins out when required, heat accordingly, pause game and EAT.

Ermm yes, Loco, you're off your rocker and with all those beans and garlic who would dare disturb you from your game playing!

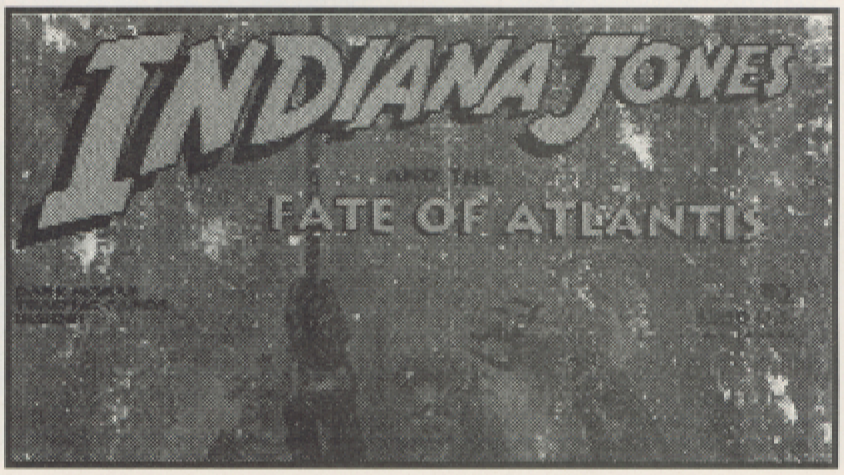
SUPER DUPER

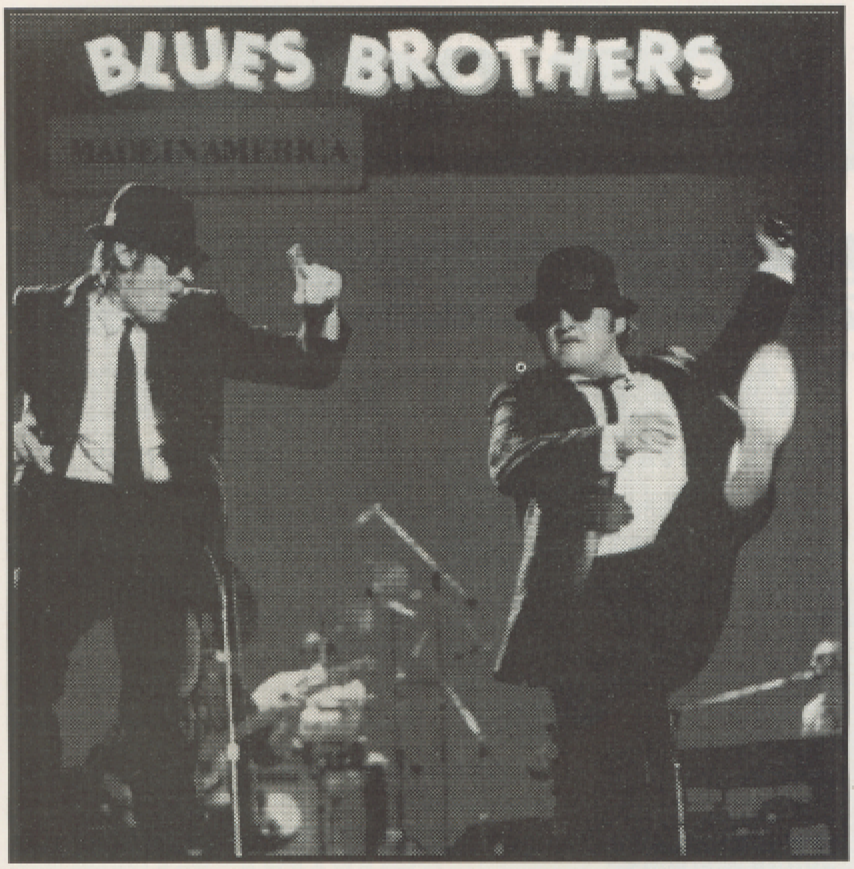
The game that was renowned for making 'chomp chomp splat' noises and which caused a big rumpus (well, two really) when Page 3 'girlie' Maria Whitaker was signed up to adorn the packaging is back!

Barbarian III or Super Barbarian as Palace want it to be called, is now on the drawing boards. The third game is being developed in-house, so it promises to include all the good ol' face-to-face hack 'n' slay playability of the first.

The game is due to be released sometime next year (boo-hoo) but it'll be worth the wait and it also gives Palace enough time to inter(view) all the prospective packaging 'girls' (hoorah) which is obviously the most important part of the game!

Bust-enlargers at the ready!





SINGIN' THE BLUES

Titus certainly haven't got the blues after signing up the 'Blues Brothers'' license.

If you don't already know (where have you been for the last 10 years, come out from under that mushroom), the 'Blues Brothers' is a cult 1980 film which starred an amazingly thin Dan Akroyd of Ghostbusters fame and Jim Belushi, who (sadly) died a few years ago from a drugs overdose, (just say no, kids!).

Apart from including all the groovy tracks like 'Everybody Needs Somebody', and the cool shades, the basic plot of the film is the two brothers (one of which has just got out of jail), trying desperately to raise money for the orphanage wherethey were brought up whilst having a run-in with the cops.

Not that much for a fast action game if you take out the dancing around and music-making which is probably why the license has only just been snapped up!

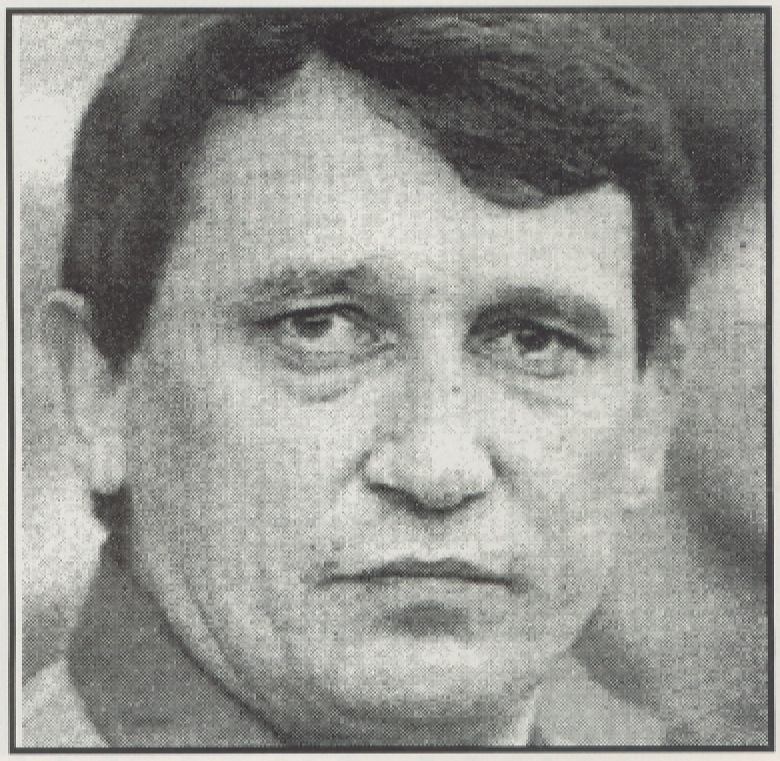
TAYLOR MADE

Those snappy licence bods Krisalis have added a new man to their recent list of sporty signings. They've gone and signed up Mr England Boss, Graham Taylor, to manage a new football management game - well it was hardly going to be netball was it?

Good old Graham also found the time from juggling his England list and visiting Gazza in Hospital to help Krisalis out with the design of the game.

If Taylor's squeaky clean record is anything to go on then the game itself should be a super-duper example of how to manage a top team.

Mind you, wouldn't you do a good job is you were being paid trillions of spondoolies?



JULY 1991
(On sale June 21)

YC
Alphavite Publications Ltd
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Subscription Rates are £23.40 UK (inc. VAT post free), £31 Europe, £31.30 Middle East, £34.20 Far East, £31.80 (or $56.00 USA) Rest of the World. Airmail Rates on request from YC Subscriptions Department, **Select Subscriptions Ltd., 5 River Park Estate, Berkhamsted, Herts HP4 1HL.**

USA Subscription Agent: Wise Owl Worldwide Publications, 4314 West 238th Street, Torrance CA 90505, USA.

Cover and poster origination by Replica Repro, Northampton.

Distributed by Seymour International Press Distributors Ltd., Windsor House, 1270 London Road, Norbury, London SW16 4DH. Telephone (081) 679 1899.

ISSN 0269-8277

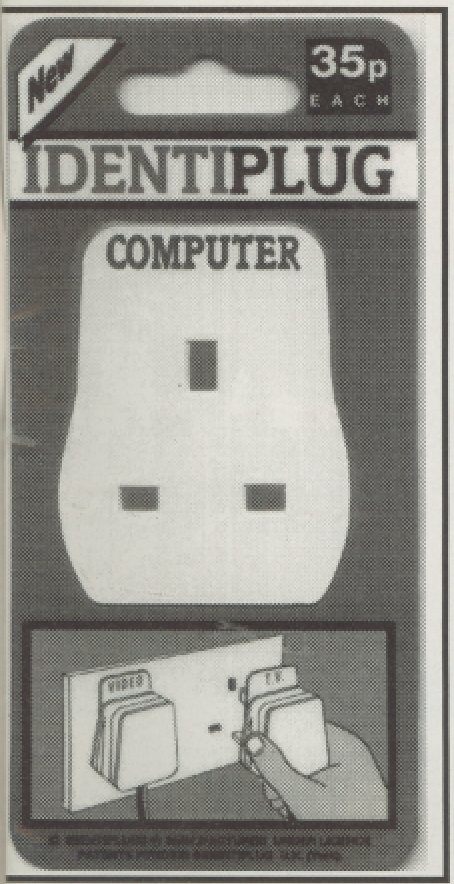


HOOK, LINE AND SINKER?

Film-licence-grabbers Ocean are hoping that their latest signing will be more of a high flyer than one to sink without trace, for they have signed up Spielberg's latest Epic, 'Hook' - the sequel to Peter Pan.

According to the Spielberg bible, Peter Pan played by Robin Williams *does* grow up and becomes a Wall Street broker with Julia Roberts (alias Tinkerbell) as his secretary (once a fairy always a fairy, I thought, er not that I believe in them, well apart from the tooth one that is!). With co-stars like Dustin Hoffman and Bob Hoskins it can't fail to be a blockbuster and with a bit of Ocean magic it's bound to fly up the software charts.

MISTAKEN IDENTITY



Are you fed up with your sister pulling out the plug to your computer just as you've reached the 30th level of Chips Challenge, when she thought it was her heated rollers, or your mom pulling the plug on the important bit at the end of Neighbours, when she swore blind it was the lead to the hoover?

Well, fear not chums cos thanks to a fabbo new idea called the Identiplug, your worst nightmares are over.

You just clip the plastic casing onto the back of the plug and Bob's Your Uncle (aargh! Wouldn't it be just awful if he was!), everybody will know what device it belongs to, e.g. computer, video, TV, hoover, microwave, Hi-Fi ... cuddly toy.

The Identiplug comes in a range of 60 titles and will cost you 35p from most retail outlets. Just one problem - watch out for annoying little sisters/brothers capable of swapping tags!

THE DREAM TEAM

JUST WHO ARE THE BOZOS WHO REVIEW ALL THE GAMES?

YC likes to get the best from its writers and offer them exciting perks and goodies. Unfortunately for them, we keep them so busy that they never have time to do anything but reviewing. However, just to see what makes them tick, we let them loose in Milton Keynes shopping centre with the YC credit card...

Jeff "Editor" Davy



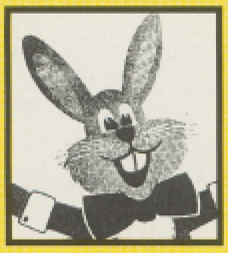
"Look at this," said Jeff, excitedly, when he came back, clutching a fearsome-looking piece of metal and plastic "it's a Metz flash with TTL metering, adjustable head, dedicated lead and belt-hung Quantum pack, if I set my F301 to the synch speed it'll be brilliant." Unfortunately, a translator wasn't on hand to tell anyone else what he was talking about.

Jason "Spanish Firebrand" Miller



Jason returned with a smooooth haircut, Ray-Ban shades, shoes so shiny that his grinning face was reflected in them and a gleaming white leisure suit. Under his jacket he wore a hawaiian shirt with the top four buttons undone and a polished gold medallion around his neck. After posing for a while, he strolled away again, followed by twenty or so drooling girls.

Richard "Programmer on a string" Taylor



Ever-practical, Richard went food shopping. "Look at this," he said when he got back, opening one of many recycled brown paper bags to reveal loads of Lentils, nuts and vegetables, "Now, like, I can cook a huge Lentil-bake and make a giant salad. And it'll be, like, healthy and natural."

Rik "Family Man" Henderson

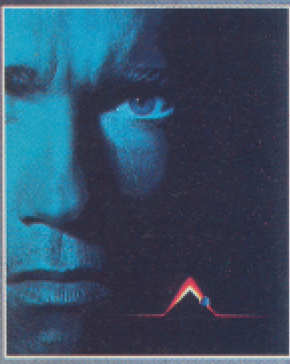


YC's erstwhile Editor came back with a shopping trolley full of Forbidden Planet bags. Poking out of their tops was comic after comic. "Look," said Rik, pointing enthusiastically at some of the tattered booklets, "there's a 1950's Batman and that one's got an Alan Moore storyline..." But, sticking out of one larger bag was a square plastic box... "Er... and a box of Pampers for the baby" said Rik, sheepishly stashing the nappies back under the comics...


GOING OVE
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!
CHASE H.Q. II
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!
FOR THE BEST IN S
PLAYER STANDBY
AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP





TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

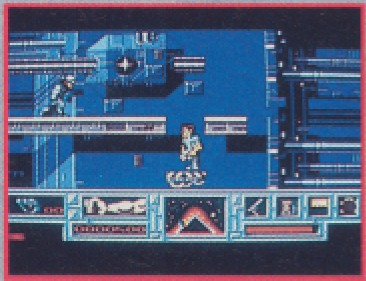
The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit Is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

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MANCHESTER UNITED – EUROPE

Jeff Davy is an armchair football fan, you'll not see him down the ground, so Manchester United - the game - is an ideal past-time for him. Come on you reds!

I'm quite convinced that the most interesting thing Manchester United have done all year was to accidentally leave their kit behind when they flew off to meet Barcelona in Holland. Oh yes, and a bit later they went on to win the Cup Winners' Cup. But that wasn't very interesting, was it now? You think it is? (Yes! Man Utd. fans.)

Well, Man Utd. are such hot property now that there was BOUND to be another game out about them, and who better to write this game than the people who gave us the original?

Krisalis claim that, out of all the consumer reply cards they got back from the first in this series, everybody wanted a European version. So here it is!

And what a game it is, indeed!

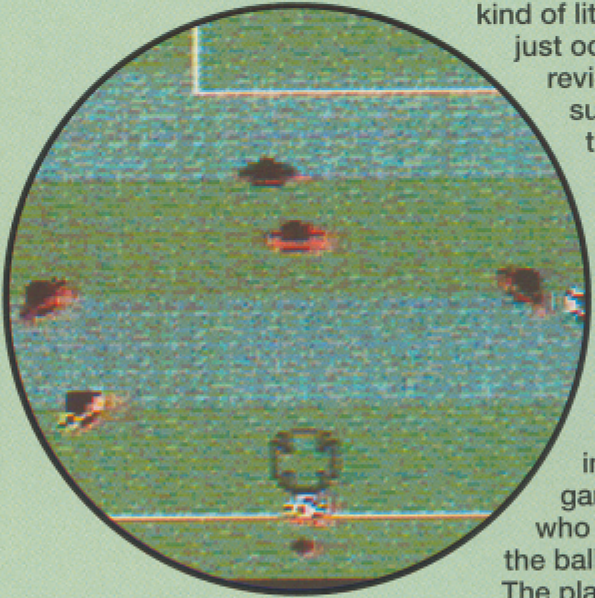
It knocks the socks of the other above-view footy games around at the moment, simply because of all its highly thrilling footy features.

For instance, to take this month's competitors, it makes Elite's rather unplayable World Cup Soccer look like a Skoda at a motor show.

I can see some of you Spurs/Arsenal/Liverpool (insert your fave footy team here) fans getting rather narked at all these references to Manchester United but hang on, as the game description unfolds, you'll realise that it doesn't matter which team you support...

The first slice of the game pie (ho, ho) is the Management section. You'll keep returning to this part since it forms the core of MUE. You can do all the things like changing the game time, the name of the Manager, whether you wish to play the arcade section or not (of course you do!) and choosing tactics.

Not to be confused with Tic-Tacs which are something completely different. In fact, there'd be little point in choosing small, orange-flavour sweets if you were just off to play a game of



international-level football.

For this tactics selection part, then, you get several sliding bars. They deal with the levels of the Goalkeeper, Midfield, Defence and Attack for your team. By clicking on the plus or minus signs the level of each goes up or down.

If you didn't like the team formation on the 'field', you can cycle through the other possible choices. That and see which player has which position, so you can swap them about.

Individual players can be ogled, with their goal tally displayed, yellow and red cards garnered and games played and you can change their names, too.

The trophies can be checked up on; the results so far and the full draw for the fixtures.

If you're feeling restless for competition, you can even play a friendly against any of the other team willing to take part. This takes us nicely to the arcade gamey-bit proper.

This part is filled with the kind of little touches that just occasionally make reviewing games such a treat. Like the way the player troop on and off the pitch and the beginning and end of each half, followed by a (wait for it, you may not have seen one of these in previous footy games)... referee, who toddles on with the ball.

The players also manage to look like they're running and to do quite convincing tackles. The goalie even does a little run-up for a goal kick, as does a player taking a free kick (which you manage by putting a cursor in the general direction you want it to go).

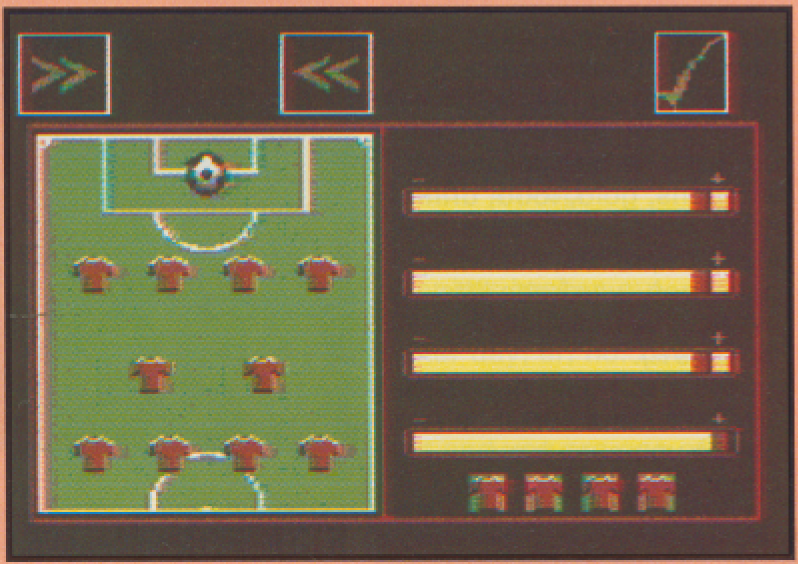
You can also pull off super curved kicks, power







✪ These Europeans don't know how to name a club! 'Real Mallorca'? We're hardly going to play a pretend one! And 'St Etienne' is the name of a pop band!!





shots, volleys, power-headers and sliding shots.

And as for substitution, you can do that too - at a convenient break - just like REAL football!

There's even a scuffed, played-on look to the pitch, with sections of worn-out grass!

(Reviewer has to be taken away for a little lie-down after the thrill of all these spiffy features).

Phew! That's better! Getting a bit carried away!

Seriously, though, Manchester United Europe looks to be THE ultimate footy game around at the moment, only maybe I-Play 3D Soccer comes close (after Rik raved about it last issue).

Krisalis have produced the first completely-playable Management and action football game ever. And you'll love them for it every time you play this game.

CREDIT CARD

◀ SONICS	◀ GRAPHICS	◀ FIX FACTOR	◀ HALF LIFE
Pretty good tune but dismal effects.	Fairly nice players, and the scuffed pitch is just soooo good!	Get into that crazy footy action. You'll be sleepless for a good while.	You'll be back to MUE for more footy action whenever you can (probably!)

NAME: Manchester United Europe.
SUPPLIER: Krisalis.
PRICE: £10.99 tape, £15.99 Disk.
RELEASE DATE: Out now.

OVERALL 91%

Both footy fans and their wary friends should check out this stormer of a simulation.

COMPO:

Here at YC we seem to be quite keen on a very nice artist by the name of Steinar. His illustrations have now graced two covers in a row (he did that rather nice Extreme poster/cover last ish and the Man Utd. cover/poster this ish).

So because we like him so much (and we hope you do too), we've got a very good prize indeed.

You can win 10 copies of the game poster signed by Steinar himself, personally (with only a little bit of threatened violence from Krisalis software).

And all you need to do to win one is to answer the following question...

What's the name of Manchester United's home ground?

When you've worked that out, send your answer to: **"I'd rather be Red than Dead Compo", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

Send it by the 1st of August too, or we'll be brutal and say you can't take part. Oh, and the Editor's decision is final, even if it may be wrong sometimes (Just like the ref, is he blind or what?!)

ON THE TAPE

What a scoop! One of the most corking games in the C64's long history has found its way to our tape. Not only that but there are two other joystick-waggling delights to savour.

THE CONTENTS

A

WIZARD'S LAIR

Programmer: Bubble Bus Software (Where are they now?)
Type: Complete game - Arcade Action
Controls: Joystick

What a stormer! Wizard's Lair is, you may recall, a rather good game of a few years back involving the exploration of a large amount of caves and rooms but, hey, let's see what this poem (and no, we at YC didn't write it!) manages to tell us:

THE LEGEND OF THE CAVE

"Tis a legend told long ago
About dark caves far down below,
Where deep within a Wizard dwells,
Bespaking doom and casting spells.

If this Lair thou dost uncover,
Four pieces of lion though must discover.

Only then may you escape
Past the lion that guards the gate.

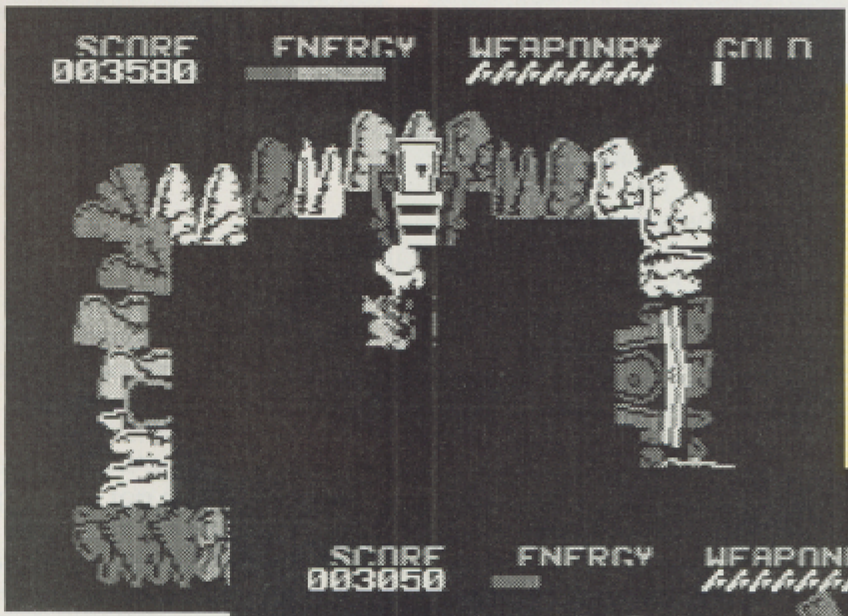
So heed this warning and beware
Never venture into 'Wizard's Lair'."

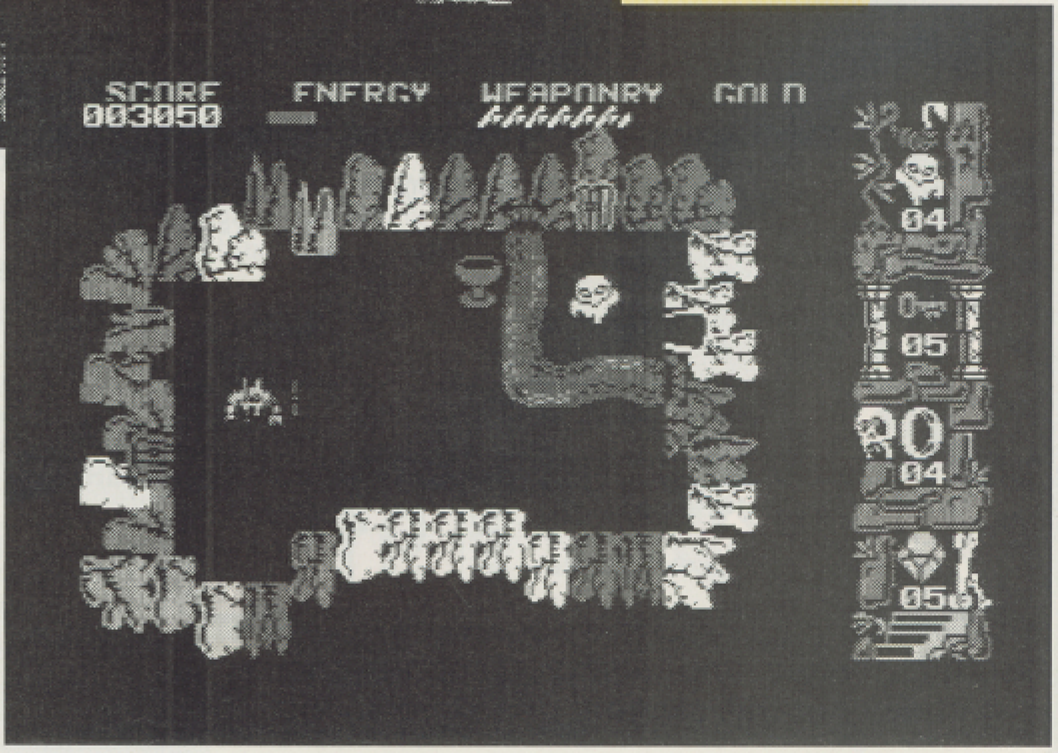
HOW TO PLAY

Trapped in an underground cavern, 'Pothole' Pete stumbles across the Wizard's Lair - a massive subterranean network of interconnecting caves, rooms and passages. His only chance of escape is to find the four pieces of the Golden Lion which are spread over several levels of the cave. There are many items and strange creatures to both help and hinder Pete in his quest to escape.

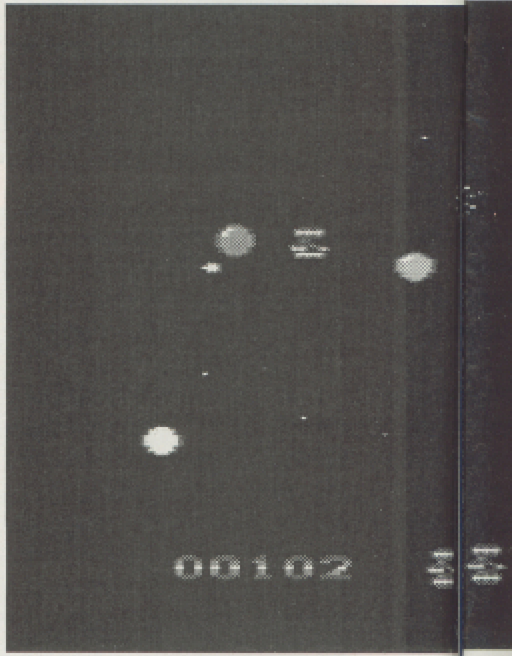
As Pete trundles around, there are (as well as ghoulies, ghosties and things that go bump in the night) many objects to pick up, such as bonus lives, weapons, gold, food, drink, rings, diamonds, spells and many trapdoors, secret passages, wardrobe lifts, magic lifts and snakes (snakes?!).

It's also huge! And there are seven levels to map before you even have a chance!





B



SCORPION II

Programmer: Mr Leslie Wigmore
Type: Complete game - Shoot-'em-Up
Controls: Joystick

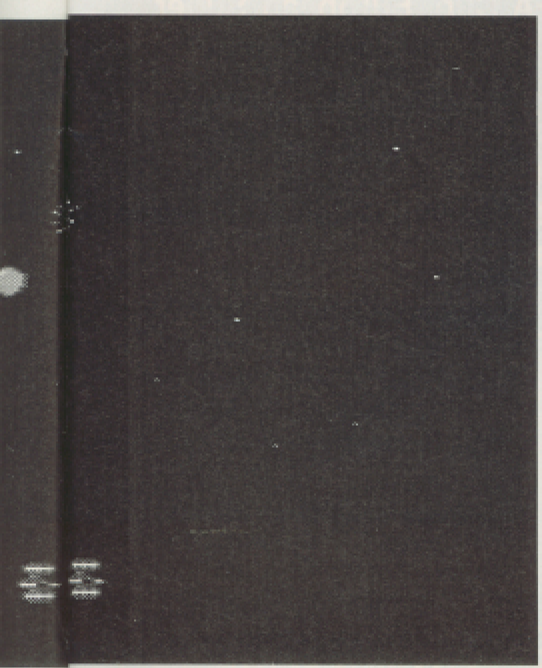
Well, we've lost the scenario to this (sorry Leslie!) but I'll have a bash.

It seems that the Space Marines used a rather fancy space fighter called The

Scorpion and that it smegs aliens faster than a Pit Bull terrier savages people's arms. Furthermore, after a trip to the Space Marines recruiting office and a go on their Scorpion simulator, you're guaranteed to sign up to the service.

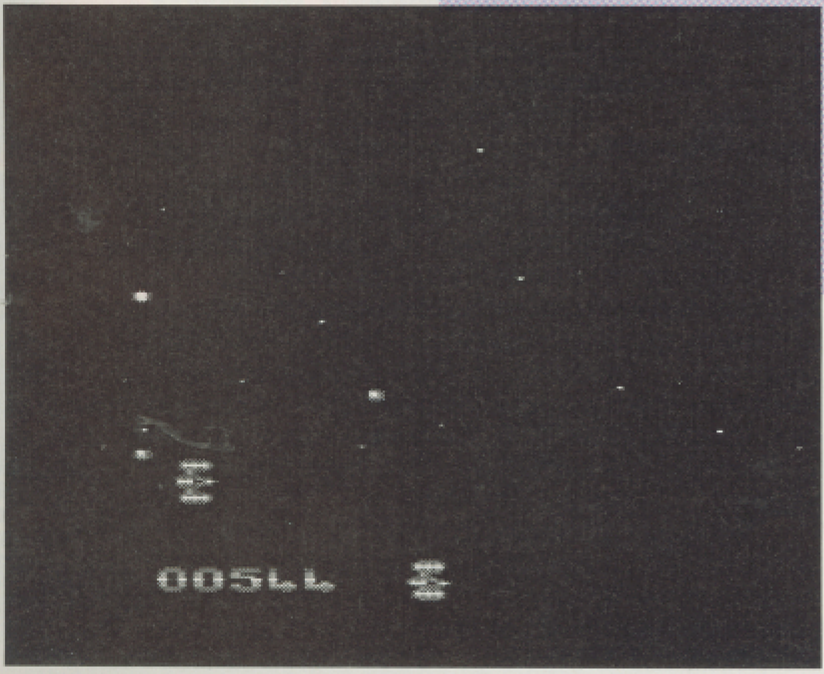
Well, after the last Scorpion (which was set on the simulator), you've gone and done it - signed up, that is. And now you're in deep space, with many, many alien beasties heading towards you.

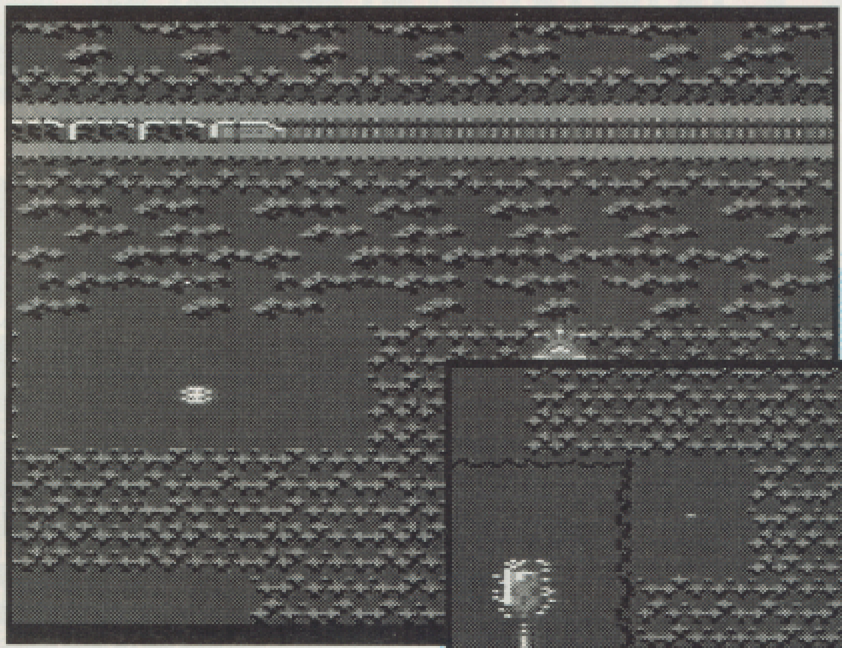
This is, you will agree, ever-so-slightly disadvantageous and has to be dealt with by aggressive action courtesy of your futuristic spaceship.



HOW TO PLAY

It's very simple, just blast the enemy to alien-beastie heaven and, er, wipe them out! Good luck!





B-RAID

Programmer: Al Dukes
Type: Complete game - Shoot-'em-up
Controls: Joystick

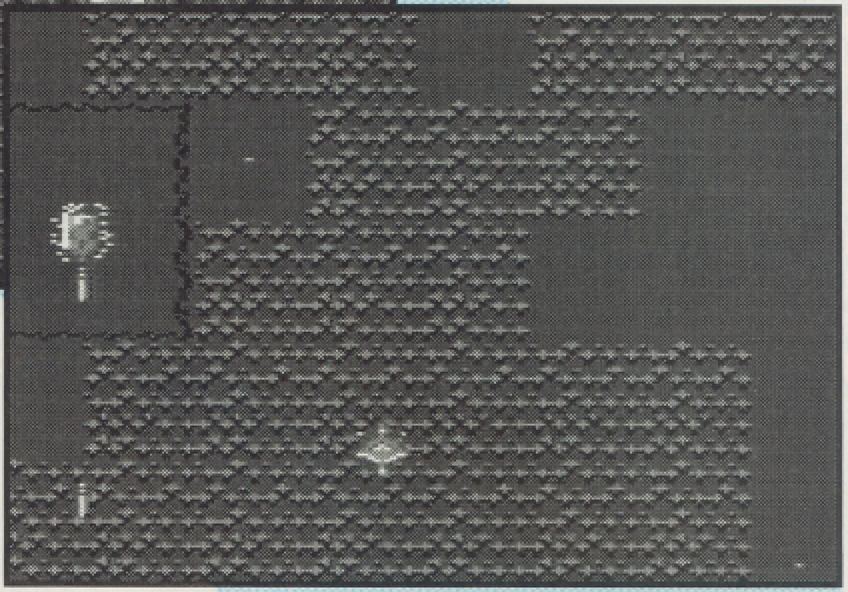
War has broken out... of that cage you put it in the other day, er, no. Let's try again.

Right, war has broken out and you are one of the first pilots to get their mission orders - to fly, kill, bomb, maim - you know the score. To do this you've got a rather spiffy plane that knows where it's going. Naturally, you have to keep it on course as it flies to the target. You also have to blast everything that gets in its way and avoid getting shot down.

But! You're not alone! One of your friends is coming to - in a chopper. You can team up against the odds to get the foe. Hurrah!

HOW TO PLAY

Just get from one end of the game to the other, in the classic '1941' style - by killing things. If your friend joins in, plug the 'stick into Port One. What ho and chocks away!



JUST WHO IS STANLEY PRECISION?

Born plain Stanley Smith, Stanley had a dull childhood and a really rather dull education until, on his last day at Cambridge University, he was approached by a strange man in a raincoat.

"Pssst!" said the raincoated man.

"No I'm not!" said Stanley, recycling a joke from 'Up Pompeii', "I haven't touched a lager in weeks!"

"Quiet!" said the man, "I'm on Her Majesty's Secret Service and I'd like to offer you a job with MI5."

Stanley was gobsmacked, he'd never looked further afield than his home town of Corby, Northants, and didn't know whether he could take a jetsetting life in MI5.

"And you won't have to move away from Corby, either." said the MI5 man, as if reading Stanley's mind.

"How come?" said Stanley, unsure how somewhere as dull as Corby fitted into the sparkling life of a spy.

"Because you'll be working in our Data Systems department, whose exclusive job it is to monitor, check and replace duff tapes from the cover of YC magazine." replied the man.

"But... Data systems are so dull - I'll take it!" said Stanley.

"Read this piece of paper and memorise it. You start tomorrow, under the code name 'Stanley Precision'"

And the man slipped away, on a banana skin, er, into the night.

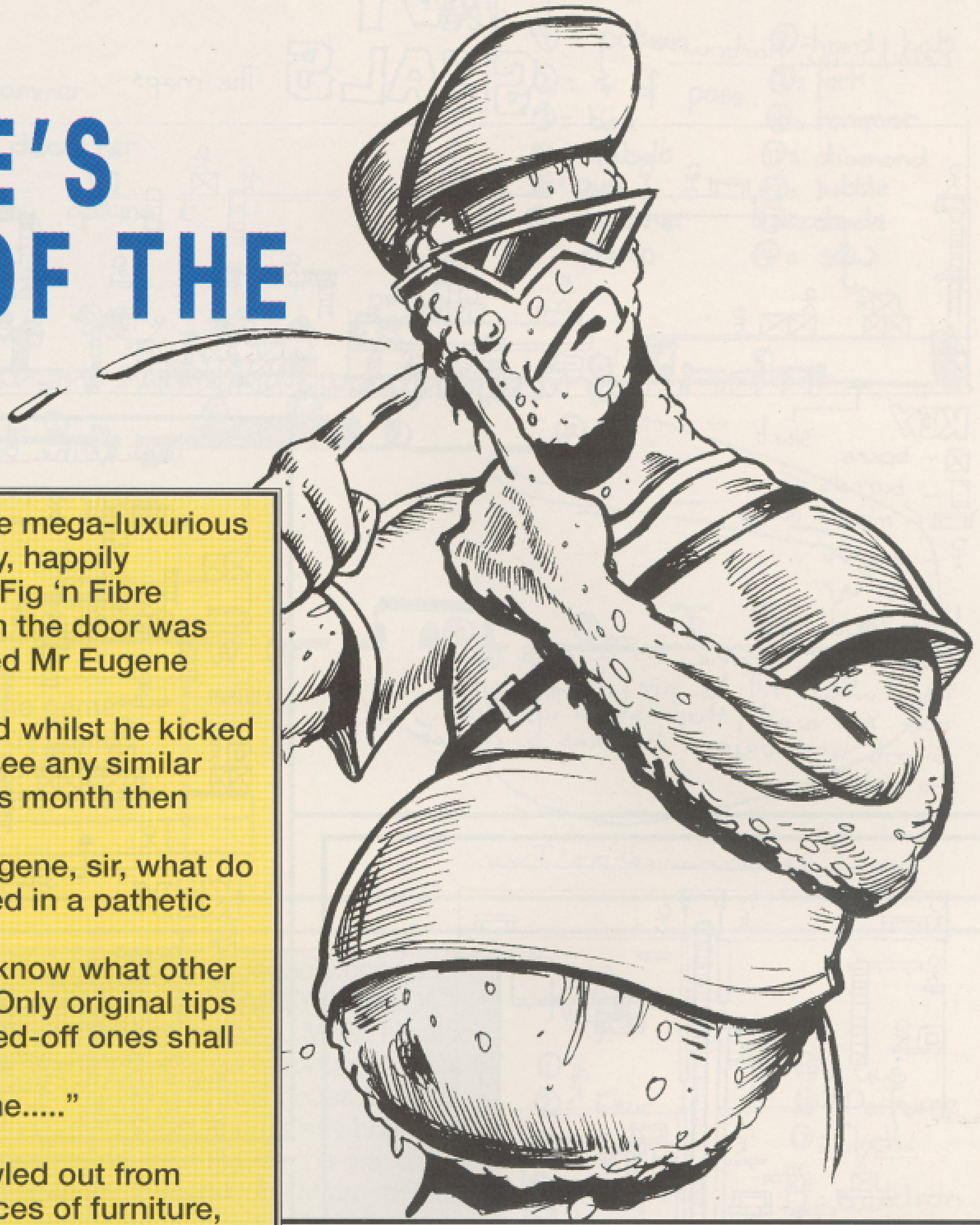
Stanley looked at his instructions: "If you have a problem with a YC tape, ask yourself: 1. Have I checked the Datacorder with some other games? 2. Have I tried adjusting the Datacorder's heads? 3. If this fails, send the tape to:

YC Tape 19 Returns,
Stanley Precision Data Systems,
Unit F, Cavendish Courtyard,
Sallow Road,
Weldon North Industrial Estate,
Corby,
Northants,
NN17 1JX.

Now destroy these instructions..."


MANCHESTER UNITED EUROPE
Manchester United Europe, takes this world famous club into the European arena of club knockout competitions, which includes the European Cup, European Cup Winners Cup, UEFA Cup, European Super Cup and the World Club Championship held each year in Japan.
Game features! 4 player option (using 4 player joystick adapter Amiga & Atari ST), full goalkeeper control (Amiga & Atari ST), new control method in-corporating one touch football and aftertouch, substitutions (animated 1 Meg Amiga), players number on shirt (Amiga & Atari ST), name of player on the ball, full screen (Amiga), yellow and red cards, sending off, action replays (1 Meg Amiga), player statistics in competition, 7 saved game options (Amiga & Atari ST), 170 club badges of the major european teams (Amiga & Atari ST), penalty shoot outs in cup competitions, arcade only option, management only option or full simulation option.
MANCHESTER UNITED
EUROPE
Friendly Match
Manchester United
England
V
Bayern Munich
Germany
10:00
ALEX FERGUSON
MANCHESTER UNITED
FOOTBALL CLUB
adidas
SHARP
CUP WINNERS' CUP
WINNERS' 1991
AMIGA
ATARI ST. } £25.99
C64 SPECTRUM
AMSTRAD CPC } £11.99 CASSETTE
£15.99 DISK
COMING SOON
IBM PC £29.99
ARCHIMEDES £25.99
KRISALIS
SOFTWARE LTD.
Krisalis Software Ltd, Teque House, Masons Yard,
Downs Row, Moorgate Rotherham, S60 2HD
VISA

OOZIN' EUGENE'S SCUM OF THE EARTH



There I was sitting in the mega-luxurious YC offices the other day, happily munching away at my "Fig 'n Fibre healthy stool" bar, when the door was blown off and in stormed Mr Eugene himself.

"SCUM!" he bellowed whilst he kicked me to the ground. "If I see any similar tips coming in again this month then you're for it!"

"P-p-p-please Mr Eugene, sir, what do you mean?" I stammered in a pathetic way.

"I'm not stupid! I do know what other 64 magazines publish! Only original tips shall be rewarded, ripped-off ones shall be punished!"

"B-b-b-but Mr Eugene....."

But he had gone.

Frightened staff crawled out from underneath various pieces of furniture, apart from a chuckling Mr Henderson who was sat at his desk calmly eating his sandwiches.

"I think," he said, "people shouldn't nick tips from other magazines and send them to you"

"Oh" I said, and carried on with my fig bar.

Dr W.P Lighthouse

Oozin' Eugene's recovered from last ish's funny turn and is back with hints, tips, 'n' maps galore. There are no mega-fiend high-scorers, though. Where are you all?

First of all, a few from Craig Lister who earns a fiver for his efforts.

St DRAGON
When you die, press P and then Q to become invincible.

MONTY PYTHON
On the high score table, enter your name as ANNE CHARLSTON for unlimited lives.

VENDETTA
Hold down B U N T whilst playing to skip levels.

SUMMER CAMP
ENter your name as CALAMITY for infinite lives

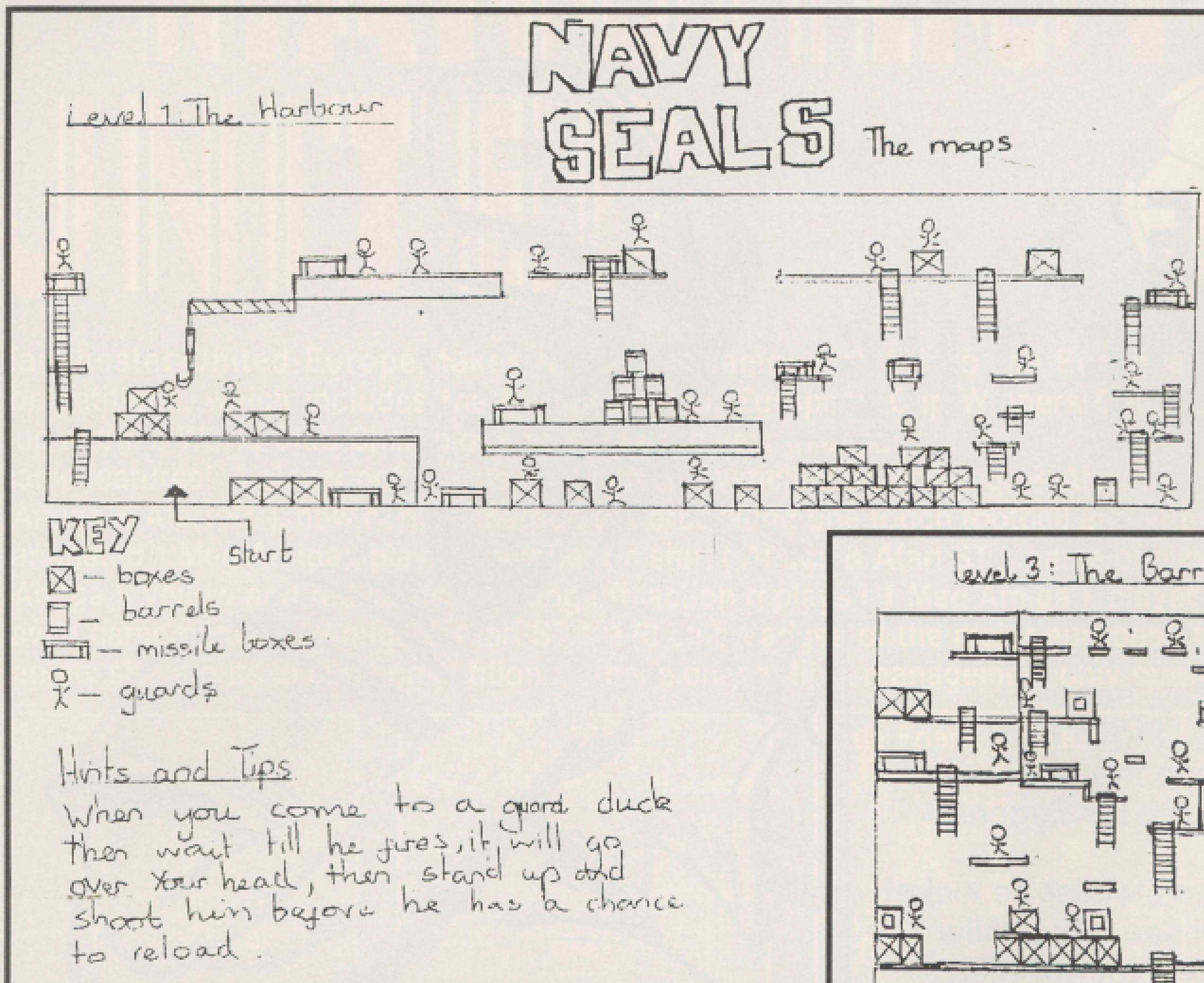
Peter Reddish also gets a fiver for these juicy tips.

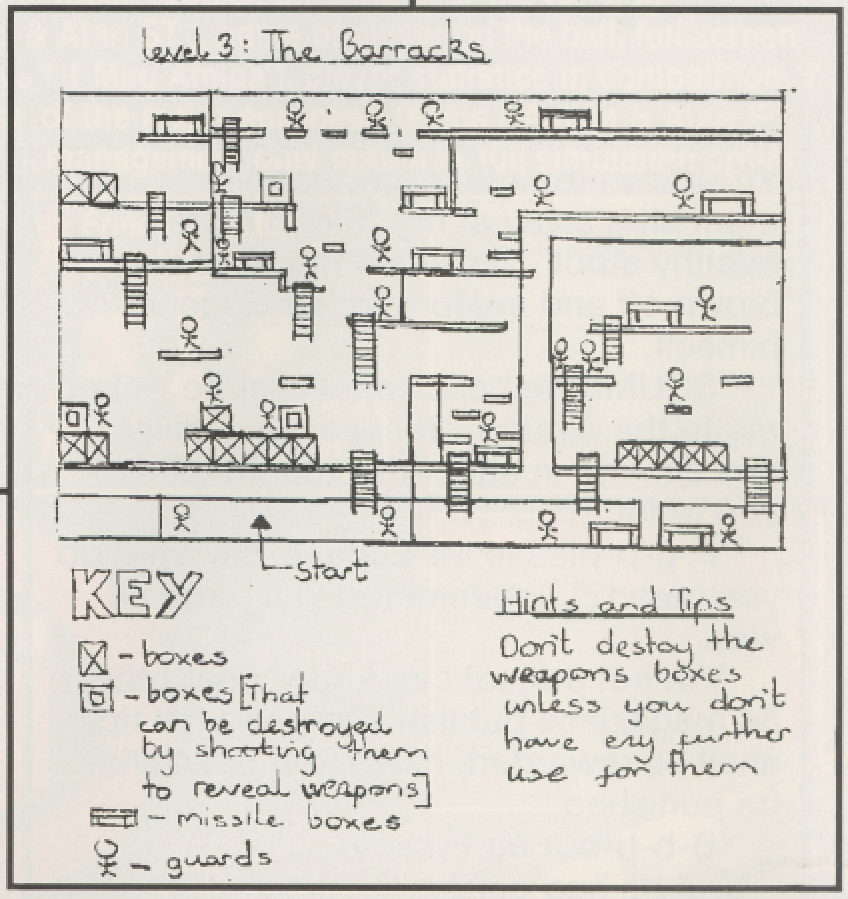
GOLDEN AXE
Pres runstop to pause the game. Now press ; to skip levels on all but the last

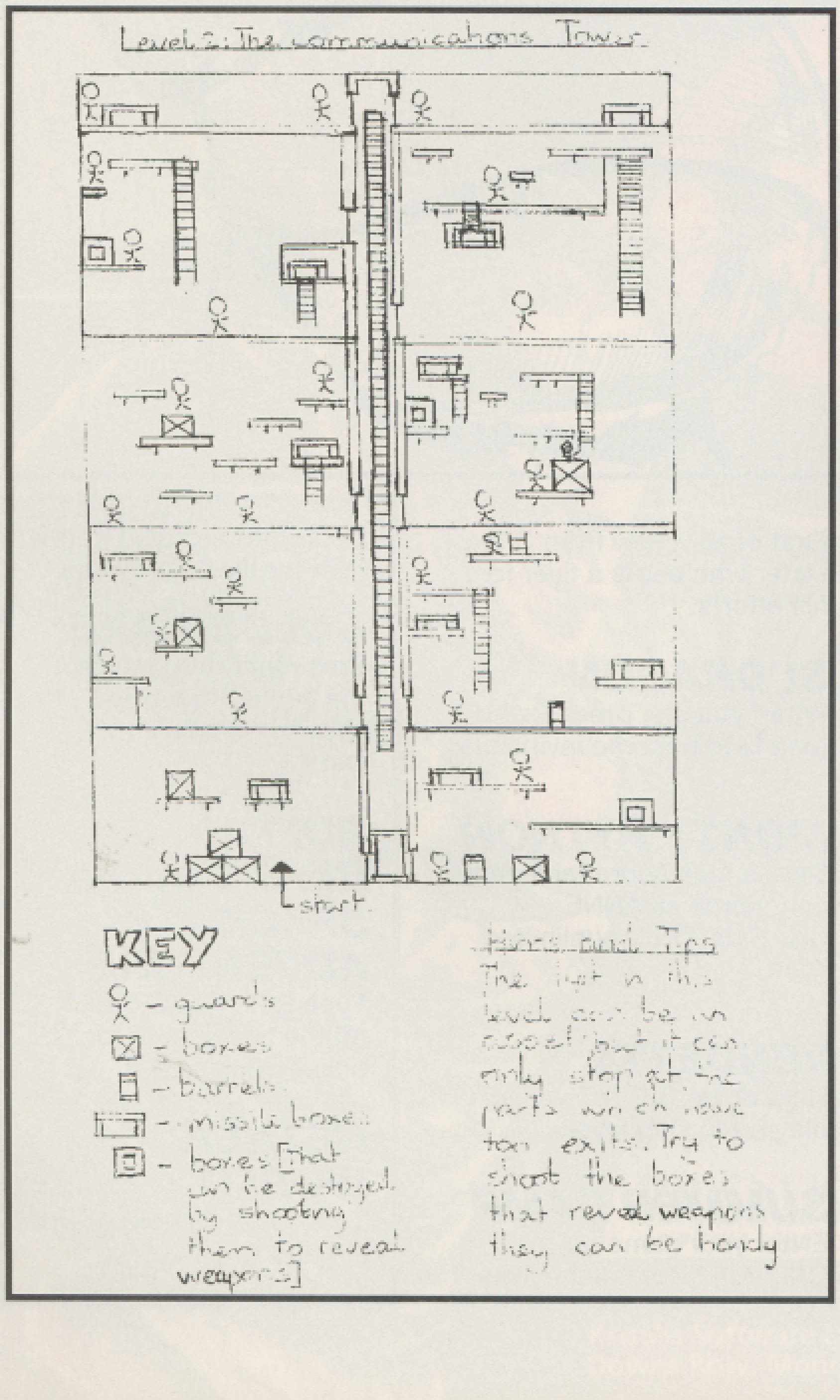
RUFF 'N READY in the SPACE ADVENTURE
Type EVIL NEVER DIES on the title screen for unlimited lives.

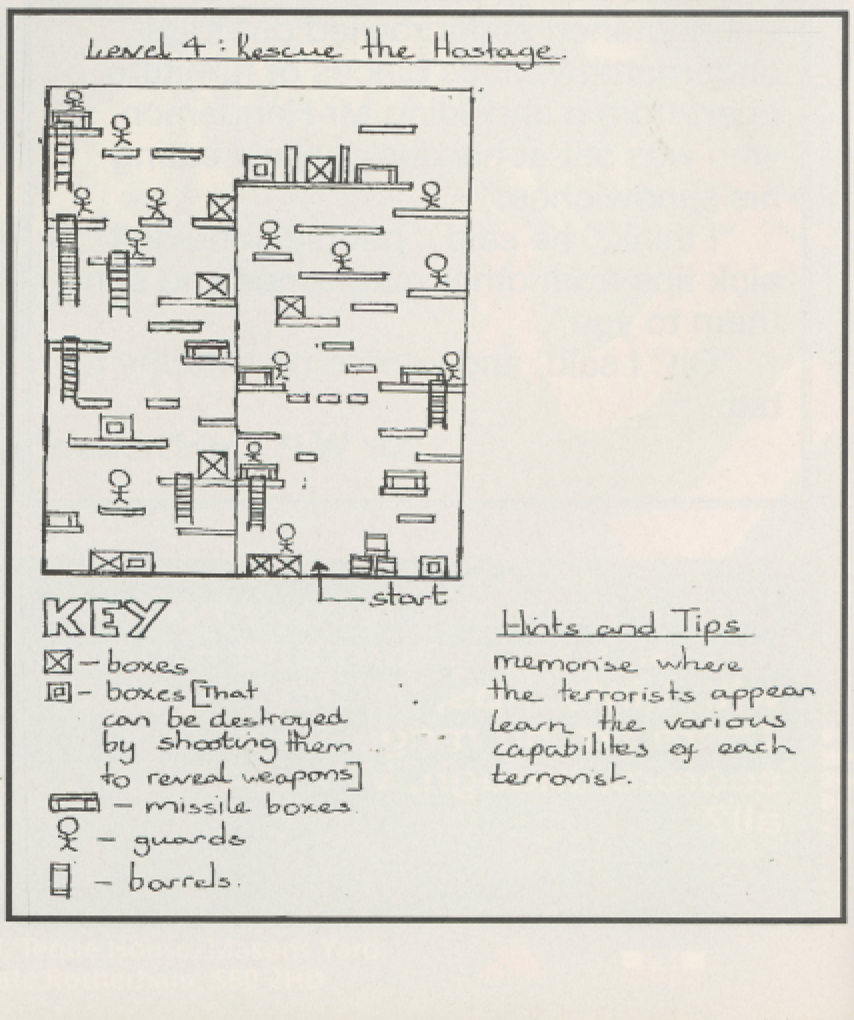
NETHER WORLD
To skip levels hold down 2 4 and E

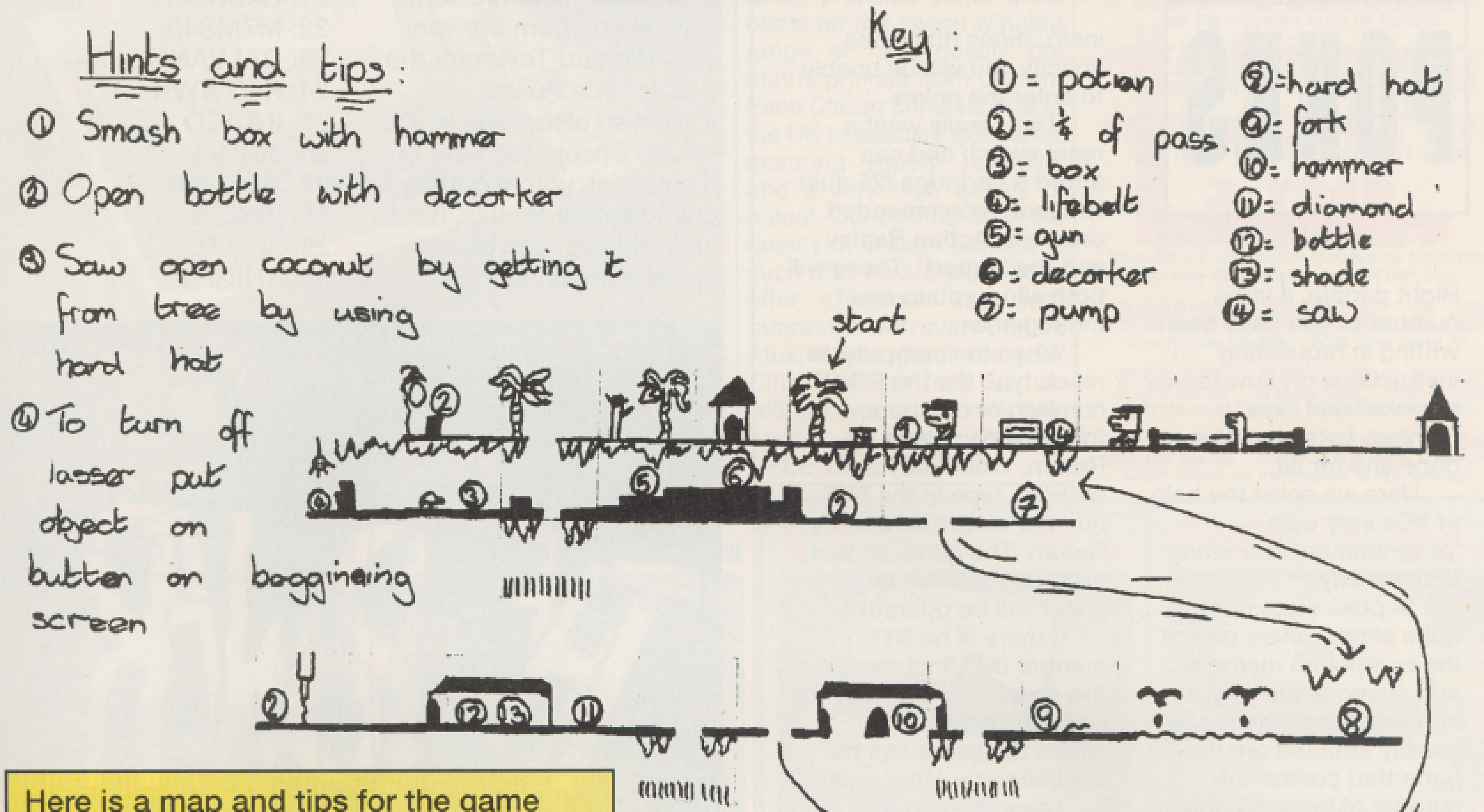
Several rather super maps for **NAVY SEALS** here from that funky dude, Alan Rodger in Perth. I think he deserves ten chunky pounds for this excellent effort.



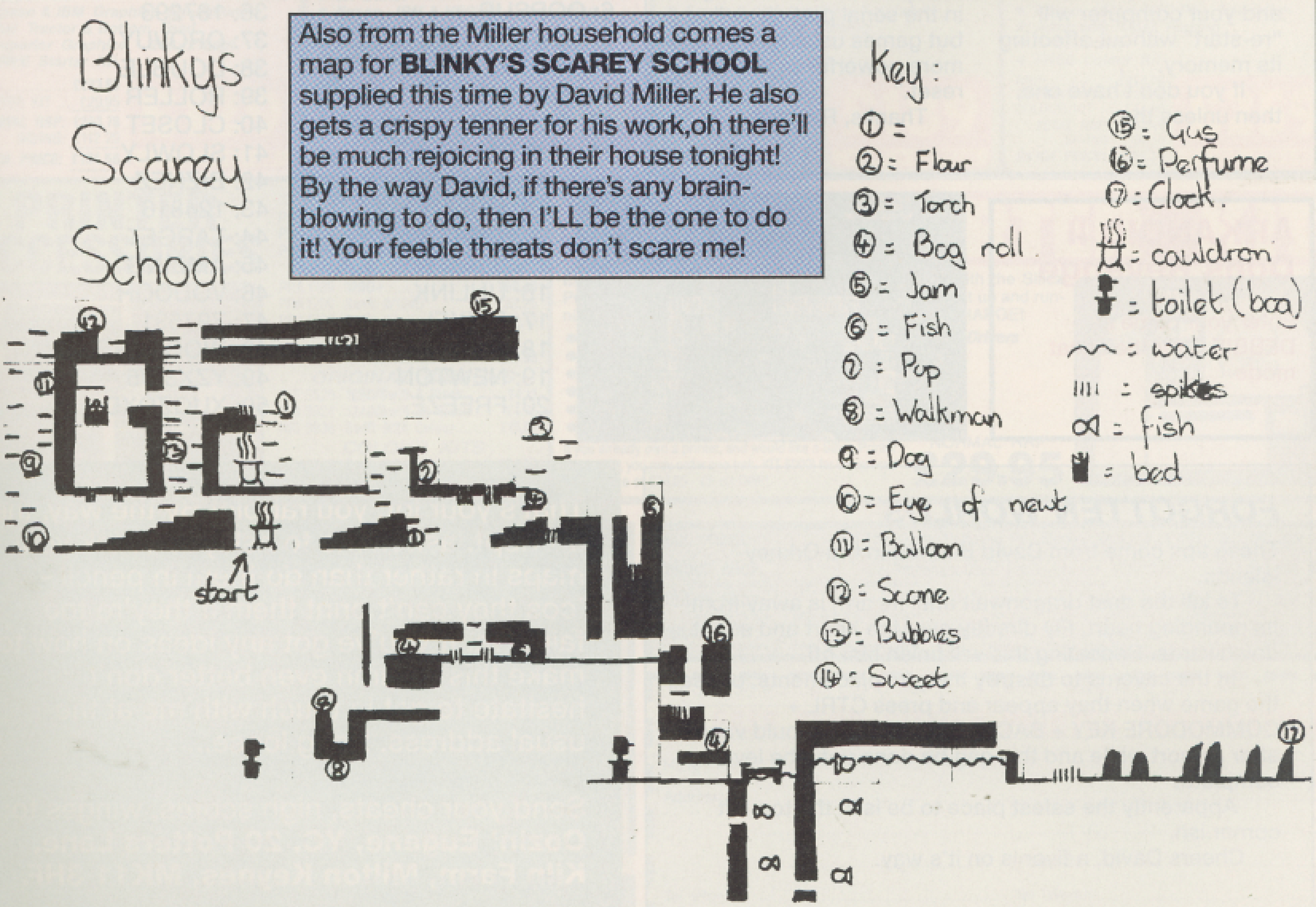








Here is a map and tips for the game **LITTLE PUFF**, as supplied by Jenny Miller who scared Eugene so much he just had to print them. She also wins ten quid for her efforts.



Also from the Miller household comes a map for **BLINKY'S SCAREY SCHOOL** supplied this time by David Miller. He also gets a crispy tenner for his work,oh there'll be much rejoicing in their house tonight! By the way David, if there's any brain-blowing to do, then I'LL be the one to do it! Your feeble threats don't scare me!

POKES

Right people, a large number of you have been writing in requesting instructions on how to use a "poke" and "sys" number. Lets clear this up once and for all.

Here we enlist the help of YCs very own 'programmer-on-a-string' Richard Taylor . . .

"A poke statement quite simply alters part of the computers memory and changes the way a program runs. The areas usually affected are the parts that control the number of lives remaining, collision detection or time, etc.

To enter a poke, you are going to need to reset your computer somehow. If you have a reset switch, then you are a very lucky person. Simply press this and your computer will "re-start" without affecting its memory.

If you don't have one, then unless the instructions otherwise specify you will be unable to enter the pokes.

If you really want a reset switch and can afford a cartridge (25 quid, ish) then recommended ones are 'Action Replay' and the 'Expert'. These will both allow you to reset most games.

When the computer is reset, type the the POKE number, or numbers, followed each time by Return. When they are entered, type in the SYS number also, followed by Return. The game should now run again and the cheat will be operative.

If there is no SYS number then that means the cheat is specifically for cartridge resets only, where the game can be continued by other means.

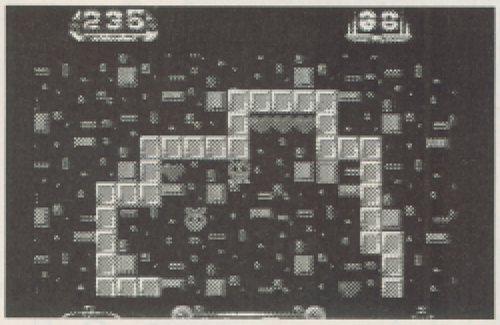
There are actually cheaper ways to reset your computer, i.e. if you know the old "paper clip" trick, but this isn't recommened unless you know exactly what you are doing.

Some switches can go in the serial port as well, but games usually need a more powerful cartridge reset."

Thanks, Richard.

ARKANOID II Dohs Revenge

Enter your name as DEBBIE S for the cheat mode



FORGOTTEN WORLDS

These tips come from David Bennett in the Orkney Islands.

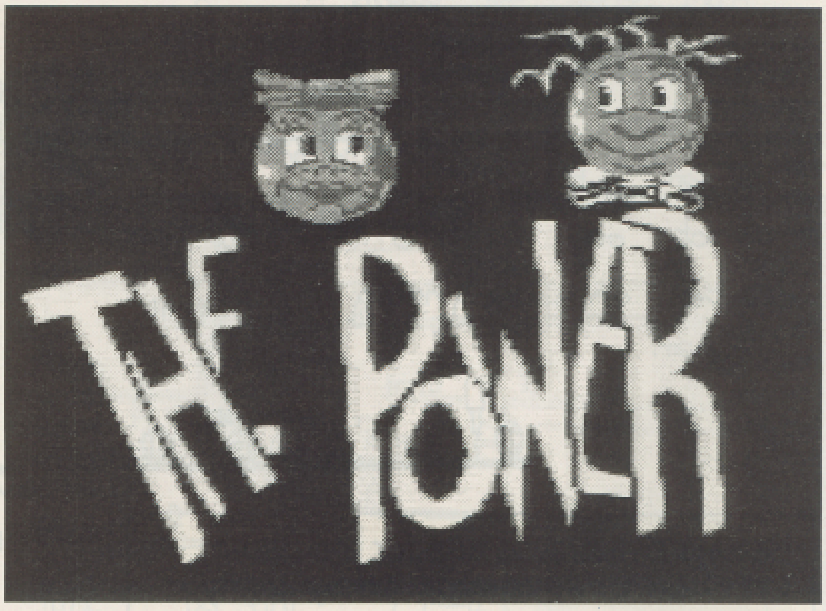
To kill the dust dragonwait until its arm is away from its pounding heart. Fly directly over the heart and shoot downwards. Repeating this will finish him off.

In the caverns to destroy the gun placements, pause the game when thay appear and press CTRL + COMMODORE KEY + BACKARROW. They should vanish after a short while and this can be done until the level is complete.

Apparently the safest place to be is in the top left corner ish.

Cheers David, a fiver is on it's way.

And finally, here are some passwords from our very own Richard Taylor for the puzzler The Power (reviewed elsewhere in this issue). Cheers Richard, but if you think you're getting a crispy tenner for this, hard luck! Ha ha! I can be so brutal sometimes!



1: No password
2: LEVEL2
3: VISUAL
4: COWBOY
5: URGENT
6: OOPSUP
7: TOPTEN
8: O14OH7
9: ASOFGH
10: SOLONG
11: SURFIN
12: RACKET
13: BULLIT
14: QRAZZY
15: 36F6FR
16: UNLINK
17: PIXXEL
18: EUROPE
19: NEWTON
20: FREEZE
21: LAUNCH
22: M7MS49
23: GALVAN
24: KLOWWN
25: INDIGO
26: JINGLE
27: JOGGER
28: INSIDE
29: 5PL5PS
30: KNIGHT
31: HINBON
32: NOBODY
33: GOODIE
34: OQZAYB
35: ELTRIC
36: 187293
37: QROVUY
38: DOUBLE
39: ROLLER
40: CLOSET
41: SLOWLY
42: BIZNEZ
43: 124816
44: TARGET
45: AMZING
46: VODOOH
47: Z97531
48: WOODYS
49: YZX3W5
50: XUQZOXD

That's your lot, you rabble! By the way, the art dept. asked me to ask you to ink your maps in rather than do them in pencil – 'cos they can't print them if they're too faint. Ta. If you've got any ideas on how to make this column even better don't hesitate to get in touch with me at the usual address. Hang loose...

Send your cheats, high scores, winges to: **Oozin' Eugene, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.**

For the past few months, Paul "Stop the Press" Rigby has been poring over many strange magazines which he kept hiding when we came near. Now we know what he was reading (so he claims!).

THE 'ZINE MACHINE

Another instalment from the regular fanzine section - which isn't. This month: Why carrots compliment any potato dish, the problem with broccoli and...drat, they're my cookery notes.

Let's see: fun with fungus, fondling with confidence, fission for beginners, fanzi..ah, here we are.

This month we'll be taking a look at some of the latest adventure fanzine issues covered in the past issues of YC. "How's things?" we exclaim to their respective Editors. "Go away!" they reply. See the pretty little boxes elsewhere.

In the meantime let's continue with the chat aimed towards prospective editors of the world's greatest fanzine (the one you will write, that is).

Advertising: A necessary evil. However, it can provide a welcome shot in the bank balance and can give your fanzine a more respectable image.

After talking to various fanzine editors, it seems ideas for advertising should really begin at home.

For example, it is advisable to look towards local computer shops for either advertising or support and sponsorship. Ready cash is not always the most favourite form of payment by shops so maybe they can provide you with free games or posters (which you can use as competition prizes) in return for advertising.

The retailers may even agree to sell your fanzine.

But if your magazine is intended to be nationwide, it may be more advisable to head for the mail-order outlets who would appreciate the country-wide distribution that your mag can provide.

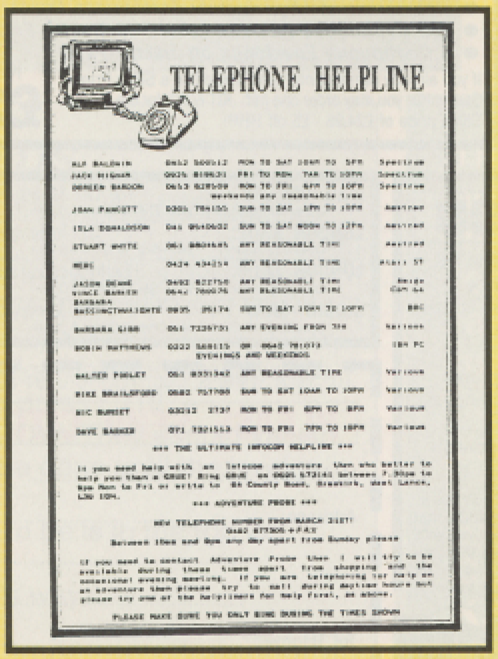
The local retailers and national mail-order outfits are probably the people you want to head for before you approach the software houses.

Mainly because, when you do approach a software house, they will be able to see that you have made a commitment, have attracted several advertisers already and, therefore, are more attractive than the person who turns up with a fanzine containing no adverts at all.

A form of reference from one, or more, advertisers is also handy to have. Something declaring that their shop has been advertising with your fanzine for "x" amount of months and has increased sales by "x%"

ADVENTURE PROBE

The latest issue of Probe (the May issue at the time of writing) contains the usual variety of reviews, features, hints & tips, letters and other, nameless, stuff. Specifically, there are reviews for both 16-bit and 8-bit computers, a short piece by well-known independent adventure author, Tom Frost, about where the ideas for adventures come from, some news, a few cries for help, hints, a short story, objects encountered in an adventure and what they're used for and...by 'eck! An article written by me!



TELEPHONE HELPLINE

ALF BALDWIN	[illegible]	MON TO SAT 10AM TO 5PM	Spectrum
JACK HIGHAM	[illegible]	FRI TO MON 7AM TO 10PM	Spectrum
DOREEN BARDON	[illegible]	MON TO FRI 6PM TO 10PM, weekends any reasonable time	Spectrum
JOAN PANCOTT	[illegible]	SUN TO SAT 1PM TO 10PM	Amstrad
ISLA DONALDSON	[illegible]	SUN TO SAT NOON TO 12PM	Amstrad
STUART WHYTE	[illegible]	ANY REASONABLE TIME	Amstrad
[illegible]	[illegible]	ANY REASONABLE TIME	Atari ST
JASON DEANE	[illegible]	ANY REASONABLE TIME	Amiga
VINCE BARKER	[illegible]	ANY REASONABLE TIME	Com 64
BARBARA BASSINGTHWAIGHTE	[illegible]	SUN TO SAT 10AM TO 10PM	BBC
BARBARA GIBB	[illegible]	ANY EVENING FROM 7PM	Various
ROBIN MATTHEWS	[illegible] OR [illegible]	EVENINGS AND WEEKENDS	IBM PC
WALTER POOLEY	[illegible]	ANY REASONABLE TIME	Various
MIKE BRAILSFORD	[illegible]	SUN TO SAT 10AM TO 10PM	Various
NIC RUMSEY	[illegible]	MON TO FRI 6PM TO 8PM	Various
DAVE BARKER	[illegible]	MON TO FRI 7PM TO 10PM	Various

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than a GRUE! [illegible]

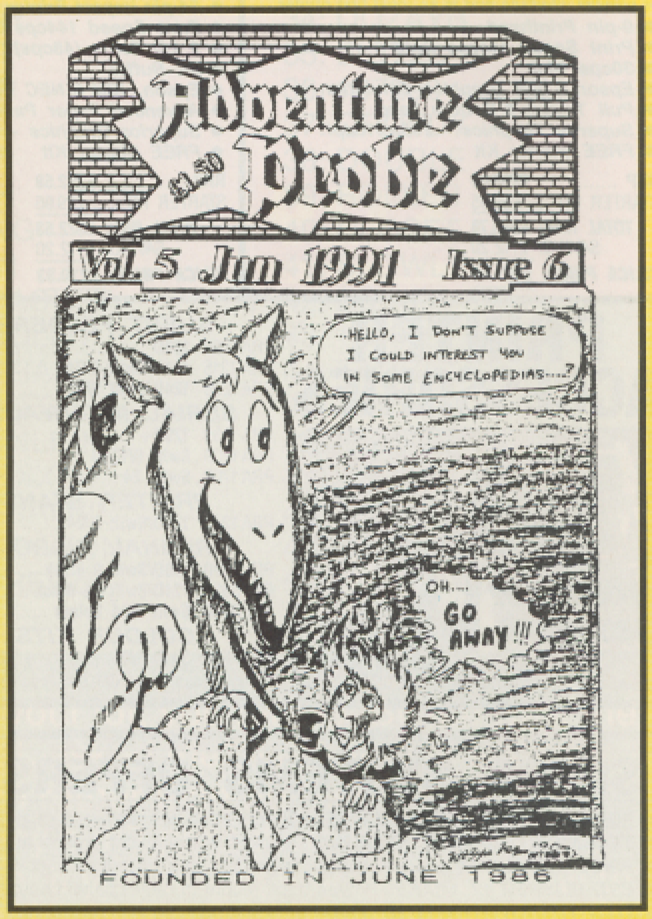
*** ADVENTURE PROBE ***

NEW TELEPHONE NUMBER FROM MARCH 31ST! [illegible] + FAX

Between 10am and 9pm any day apart from Sunday please

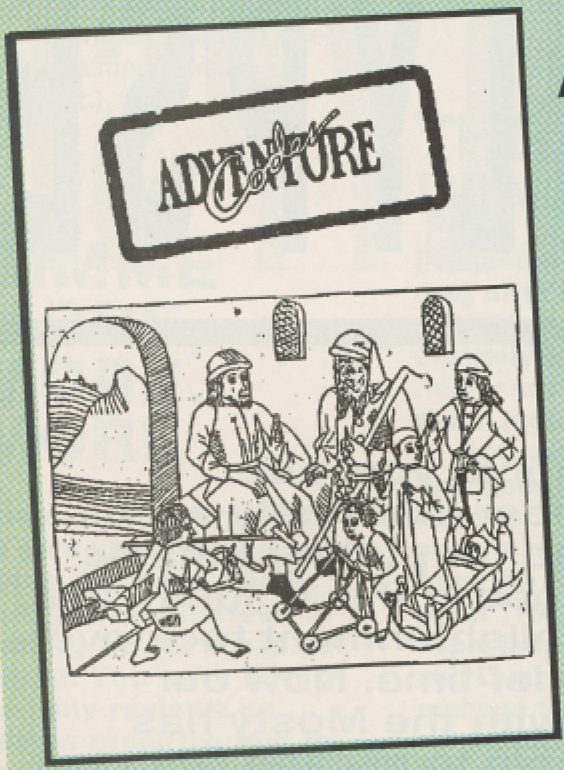
If you need to contact Adventure Probe then I will try to be available during these times [illegible]

PLEASE MAKE SURE YOU ONLY RING DURING THE TIMES SHOWN



Well, well, now there's a surprise (it's all about ex-Infocom man Brian Moriarty, by-the-way – nice man).

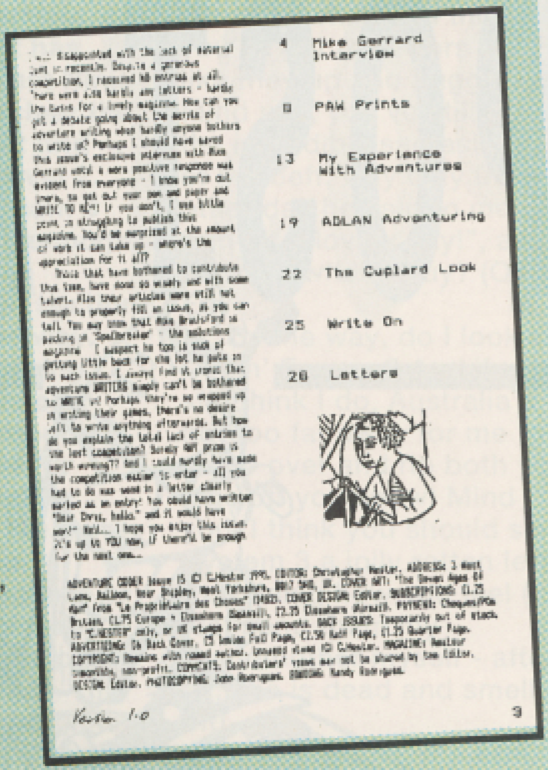
If you fancy a squint at the mag, (it only costs £1.50) write to Adventure Probe, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP. (Back issues are also available.)



ADVENTURE CODER

Adventure Coder is the magazine for all adventure authors (new, old, and prospective). It contains sections on individual adventure utilities and more general languages, articles on adventures, themes for adventure plots, design, structure and so on.

Since we last encountered Coder, the mag has split into two. Now, the 8-bit and 16-bit information each have a magazine of their own. Both magazines appear bi-monthly (so there is a Coder, in some form, available every month). Available for only £1.25 from Chris Hester, 3 West Lane, Baildon, Nr Shipley, West Yorkshire, BD17 5HD.



SPELLBREAKER

Spellbreaker is the only adventure fanzine that is totally devoted to hints, tips, maps and solutions. True to form, that is what is contained within the covers of the latest issue, along with a letters section and an irreverent look at the "Farties Guide to Advanced Adventuring".

Well-presented and an essential reference for the future, Spellbreaker is a mere £1.50, available from: Mike Brailsford, 19 Napier Place, South Parks, Glenrothes, Fife,



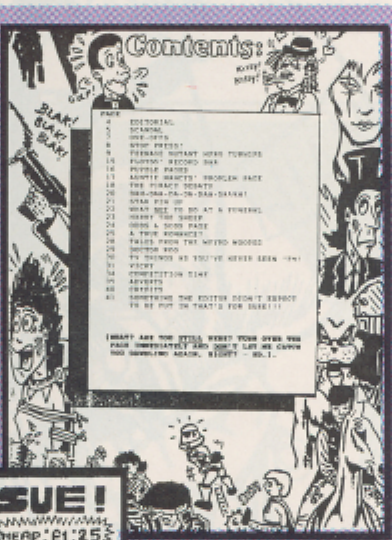
SPLATT!

Splatt! is, well, different. It only has tenuous links with adventure fanzines since it's more of a "fun" mag taking the water out of anything and everything.

The latest issue has a cover with the Teenage Mutant Hero Turnips on (actually, this is a colour-by-numbers cover!).

Regular cartoon features mix with irregular cartoon features, producing a bucket of merriment created by Krazy Kez Gray and her fellow crazies.

Only £1.25 from K. Gray, Cartoon House, 3 Alder Crescent, Orford, Warrington, Cheshire, WA2 8AQ.





(and so on) will impress the software house no end.

In addition to the reference, you will also need to supply what your advertising rates should be (the back cover will cost more than a page inside the mag, for example) plus your circulation figure. Obviously, if you sell a lot of fanzines you'll be in demand by the advertising departments of the software houses!

Deciding on the advertising rates is really hit and miss, although you could compare your proposed rates with other fanzines, or find out what the glossies charge and scale it down.

Actually, a good tip is, while you are arranging advertising with the local retailers, try to get to know the PR people at the software houses you will be approaching later.

Sweeten them up by sending them a regular copy of the mag, phone them up and chat about the 'zine, get to know them. So, when you do approach them for advertising, at least you will not be a stranger and will have more of a chance of succeeding.

POST APOCALYPSE



Last month you may remember that Posty was arrested for putting Satanic messages in this column, and Post Enlightenment took over for a brief time. Now our Posty with the Mosty has been able to escape (with but a plastic spoon, and ten tonnes of semtex), and you will be able to write to him at: Post Apocalypse, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF.

Phew... You should've been there, that jail was a right dank hole and no mistake. But I'm back, no more "limbs of satan", just good, honest spittin' n' swearin'.

PERMANENT LIST

Here's my top ten games producers:

1. **Virgin Games**
2. **Ocean**
3. **Vivid Image**
4. **Psygnosis**
5. **System 3**
6. **Gremlin**
7. **Empire**
8. **Kixx (Ooh)**
9. **Mastertronic (No, I'm not going mad)**
10. **Codemasters**

And I own an Amiga, a C64, and (wait for it) a Megadrive ("oh, how lovely" I hear you say and I got it in a sale for 40 spondoolies with Mickey Mouse, blah, blah).

Charles Kloet, Stannes-on-sea

PA: Firstly, you're completely mad, and should get professional help (you're also a spawny get). Here's my top ten ways to kill small mammals:

1. In a blender.
2. With an axe.
3. In the microwave.
4. Get them to eat a piece of poisoned cheese.
5. Slice the top off their heads.
6. Smother their bodies in honey and watch them eat themselves.
7. Stick a firework up their bottoms and light it.
8. Eat them.
9. Shoot them.

10. In a washing machine.
(Do not try any of these at home, unless accompanied by a qualified genetic scientist.)

GIMME MORE, MORE, MORE

I have written this letter to give you YC guys a few ideas, because I have thought that instead of getting better it has got worse. You have hardly had any reviews on games recently, and in your last mag you only had seven! Please put more reviews in.

Here are my ideas:

1. Have a few more pages of tips and cheats.

2. Have more pages in the magazine.

3. Put more PLAYABLE DEMOS on the cassette.

4. Have more compos.

5. Have more games on the cassette. On the speccy mags they get two cassettes and ten games.

Please could you do these or else!

Print this letter or else!

Give me letter of da munf or else!

Thomas Bowen, Northampton

PA: Listen mate, if more games actually came out we'd review them. We can't help it that sometimes in the year the software companies are as prolific as a stamp sticking agency that's run by a team of mutes without tongues.

As for more games/demos on the cassette, we (and the speccy mags) are now bound by ELSPA (a bunch of interfering oldsters in grey suits) to only run two full games on the tape, otherwise they'll come round and shove our favourite teddies up our bottoms. Oh, and by the way here are my demands:

1. Stop threatening me!
2. Or else!

THE LAST WINGER

I've just started reading the mag after becoming disgusted with others that diversify to the point of nearly covering the whole damn industry.

Actually, I didn't realise how good it is. I especially like the 'style' of writing seen in most of the reviews from the Feb '91 issue (we get it THAT late here!), especially Rik Henderson and Duncan Evans. They manage to inject that sarcastic type of humour I like so much.

At this stage I must digress and ask gaming questions. One that has made my copy of Last Ninja 2 a waste is this: I clear the first level then can't find out how to exit to level 2. Help! I wrote to System 3 and they were rude enough to totally ignore me.

Paul's adventure section is quite good by the way. There is one other thing, what about the console? I've got an IBM compatible and have had a C64 for years as the games are much cheaper (as I'm more discerning), but the console, is it an upgrade or new product completely?

Please give me help and I will be very grateful. Supporting your prodigious publication would be the least I could do.

Brian Reid, Penrith, Australia

PA: Just when you think you've got reviewers you like they up and bugger off! Mind you, you've still got the incredibly sarcastic wit of our Jeff, why only the other day he said to me "isn't it a lovely day!", and it wasn't - what a guy? (Oi! Ed)

By the way, do I look like Oozin' Eugene? And if you still think I do, Australia's not too far away for me to come over and rip both your legs off you know! Mind you, I think you should send System 3 a jolly rotten letter explaining how you feel (I'd just send them my grandmother myself - after all, she is dead and smells a bit).

The console, it's erm... a C64 with slot really! Sorry if that disappointed you.

LETTA OF DA MUNF



LIMBS OF SATAN (AARRGGHH!!)

I would like to wish Rik all the best in his new job with that Amiga (spit) magazine.

Right, now onto some questions:

1. Why are Domark wanting such a high price for the 3D Construction Kit?

2. Is Chase HQ any good or what?

3. When are you going to shoot that baby?

1,000,000. Have you heard about Orkney and its apparent satanic rituals? If so, it's all lies.

Right, I'm off to feed the goat and light the Ox blood candles, Satan's coming round for tea.

David Bennett, Orkney Islands

PS. Only joking!
PPS. Or am I?
PPPS. Bring back Vic Reeves on telly!
PPPPS. What does PS stand for?
PPPPPS. My hand has got writer's cramp!

PA: Here's a few answers:

1. Because it allows you to build tall buildings?

2. Or what!

3. The baby got bored after a while and has gone off to be a star. Have you seen Mirrorsoft's Brat?

1,000,000 I have as it goes, and my half brother's actually up there at the moment checking you all out.

By the way, PS probably stands for Post Satanism where you come from.

It's the final heat! Whoever wins this will meet Danielle Woodyatt from US Gold (PR-bod), Jo Bonar from Probe (Programming-type) and our very own Jeff Davy in the glittering final.

COMPUTER BOF

(aka "A Clash of the Titans: A Meeting

ROUND 4: M

(Hushed voice of off-screen announcer) "These people are the cream of the industry, the top dogs. Who else would know the most trivia. Who else could get the other members of a company to find the answers for them? Who indeed but a Managing Director. So here they are and here it is... the final heat of Computer Boffo!"

THE CONTESTANTS:

David Darling (Codemasters):
The Codies are many people's budget faves and the Darlings got loads of publicity by being computer "whizzkids" with fast cars and big cash a few years back. David is one of the famous Darling brothers (along with bro Richard).

Mark Strachan and Dominic Wheatley (Domark):
Another duo, these two have been in the business for years and years with their cuddly company Domark. They seem to enjoy dressing up, especially for wacky (often Bond-related) press photos and they've managed a consistent stream of playable software over the years.

Bernard Dugdale (Elite):
He's actually the Sales (and Marketing) Director but is standing in for Elite's MD. He says that if he wins... "I'll spend a couple of hours in the garden with my lilies and Gladioli (my favourite flowers) and then sink a couple of pints of Marston's Pedigree Real Ale at the 'Sack of Potatoes' in Birmingham." Cheers!

Tony Kavanagh (Krisalis):
Krisalis are, of course, responsible for the mega-spiffy Manchester United - Europe game which has scored so highly this ish and Tony is also an industry veteran (like a Vietnam veteran but without the shrapnel), i.e. he's done it all/seen it all. Go for it!

Henri Coron (Infogrames):
Mr Coron is the jovial head of one of the bestest French games companies at the moment. All Infogrames games share Henri's good-natured humour and we love 'em for it.

Geoff Brown (US Gold):
Geoff, you may recall, does a mean Elvis impression with a torch (see Data a few issues back) and is the head of another very old company. He apparently drives a Mercedes Sports Car and listens to Alexander O'Neal and the Bee Gees. What a wide-minded MD he is.

ANSWERS:

1. Mark Strachan and Dominic Wheatley, the funniest double-act in the industry.

DD



M&D



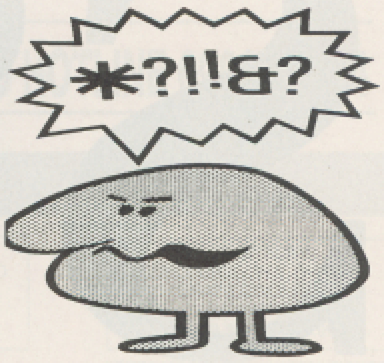
	DD	M&D
1. Who are Domark's MD's?	Dominic W. and Mark S. (The twits!) (Er... I think that's meant affectionately. Ed) [2]	Mark and Dominic! [2]
2. What have Rebelstar, Lords of Chaos and Laser Squad got in common?	They're all spawned of the same development team. [1]	No idea! [0]
3. Which company released The Great Space Race?	Legend. [1]	Legend. [1]
4. Name YC's award for games which get over 85%.	The YC Fun One. [1]	Fun One. [1]
5. Name 5 Infogrames releases.	Genghis Khan, Jumping Jack Son, Mystical, Welltris, Alpha Waves. [5]	Sim City, North and South, Light Corridor, Murders in Space, Alpha Waves. [5]
6. Name 5 Commodore home computers.	Vic-20, C64, C16, Plus/4, Amiga. [5]	C64, C16, Amiga, Plus 4, 64GS. [5]
7. Which company has the Hanna Barbera cartoon licences?	Hi-Tec. [1]	Hi-Tec. [1]
8. How much cheaper is YC than the nearest competition?	Same price as Z**p... 25p less than CF and over #1.50 more than The Beano! (Oi! Ed) [1/2]	25p [1]
9. Name 5 golf games.	Pro Golf Simulator, Leaderboard, World Class Leaderboard, Leaderboard Tournament, PGA Tour Golf. [5]	Leaderboard, Links, PGA Tour Golf, Nick Faldo, Greg Norman's Ultimate Golf. [5]
10. Which 80's pop combo were converted into a computer game by Denton Designs?	Frankie Goes to Hollywood. [1]	Frankie Goes... [1]

The Scores on the doors: Henri Coron: 21 Dominic and Mark: 22 Tony Kavanagh: 22 Geoff B

OFFO OF THE YEAR 1991

ng of Intellects The Like of Which Has Ne'er Been Seen Before")

Managing Directors



2. Julian Gollop, as any fule no.
3. Legend software, and it was billed as the most hyped but worst game ever. And where are Legend now?
4. YC Fun One, the spiffiest award ever.
5. Er... lots!
6. C64 (natch), C64GS (cheating a bit!), Plus 4, C16 (cough!), Vic-20, Pet, Amiga and PC (yes, indeed).
7. Hi-Tec (and no more trainer jokes, please!)
8. At least 25p, and sometimes even more!
9. Too many to list!
10. Frankie Goes To Hollywood (whatever happened to them, eh?!)

BD	TK	HC	GB
			
Dominic W., Mark S. [2]	Mark S. and Dominic W. [2]	Dominic W. and Mark S. [2]	Dominic and Mark. [2]
Julian Gollop was responsible for all 3 games. [1]	Julian Gollop. [1]	Released by the same publisher? [1/2]	Blad software/Software Business. [1/2]
Legend. [1]	Legend. [1]	No idea! [0]	Legend. [1]
YC Fun One. [1]	YC Fun One. [1]	YC Fun One - I know it by heart! [1]	YC Fun One. [1]
North and South, Drakkhen, Sim City, Captain Blood, Hostages. [5]	Murders In Space, Sim City, Light Corridor, Welltris, Hostages. [5]	Sim City, Mystical, North and South, Hostages, Bobo the Ghost. [5]	North and South, Sim City, Alpha Waves, High Energy, Tetris. [5]
C16, Plus/4, C64, Vic-20, Amiga. [5]	Pet, AMiga, 64, C16, Plus/4. [5]	Amiga 500, C64, C128, Amiga 1500, Amiga 2000. (Er... That's cheating! Ed) [5]	Amiga, C64, Vic-20, PC, Pet. [5]
Hi-Tec. [1]	Hi-Tec. [1]	Hi-Tec. [1]	Hi-Tec. [1]
25p [1]	50p [0]	30p, er, 25p! [1]	25p [1]
Leaderboard, PGA Tour Golf, Golf Construction Kit, Tournament Golf, Jack Nicklaus etc. [5]	Leaderboard, Greg Norman, Players Golf, Hole in One, Jack Nicklaus. [5]	PGA Tour Golf, Jack Nicklaus, Jack Nicklaus Ultimate Golf, Leaderboard, Zany Golf. [5]	World Class Leaderboard, Ultimate Golf, Links, PGA Tour Golf, Nick Faldo's Golf. [5]
Frankie Goes... [1]	Frankie Goes... [1]	Frankie Goes... [1]	Frankie Goes... [1]

Geoff Brown: 22 1/2 David Darling: 22 1/2 But the winner is... Bernard Dugdale: 23 - FULL MARKS!!

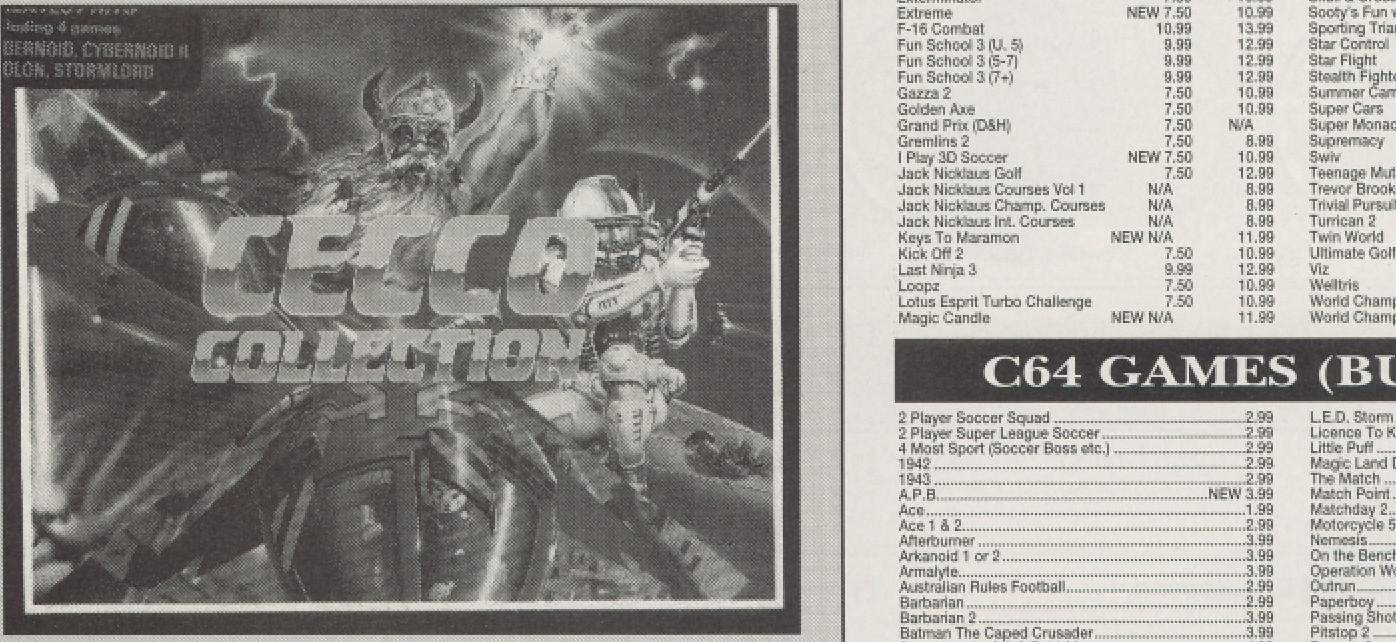
SOFTWARE

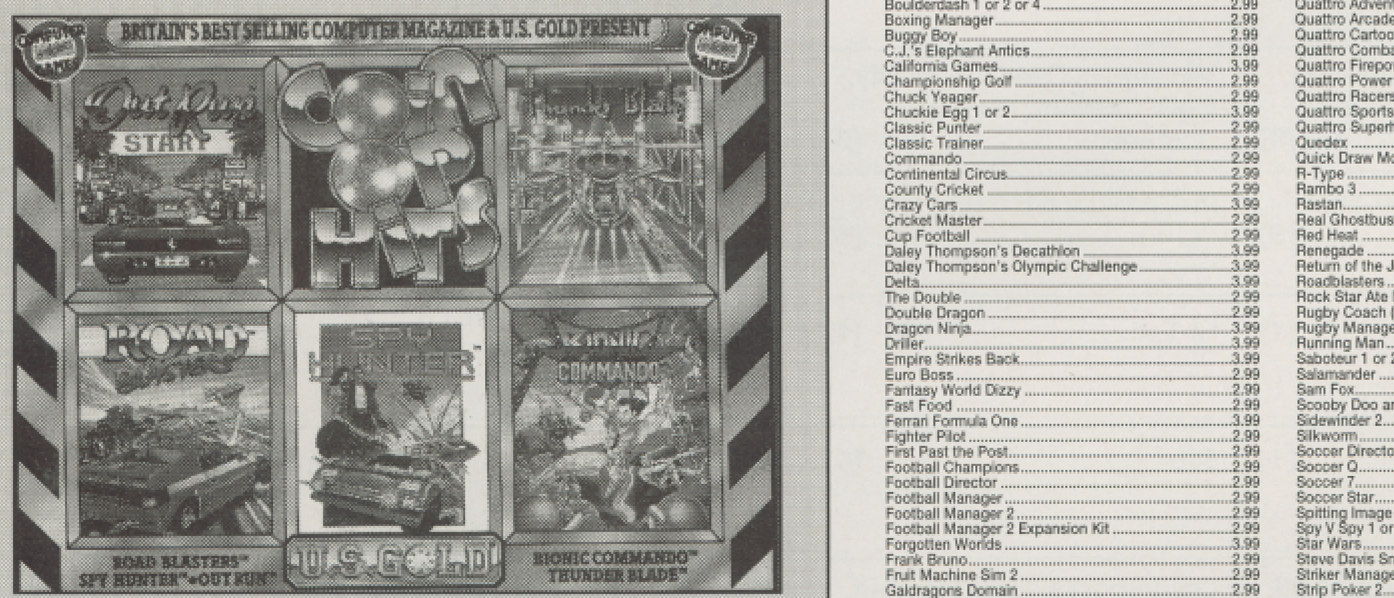
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CASS £5.50





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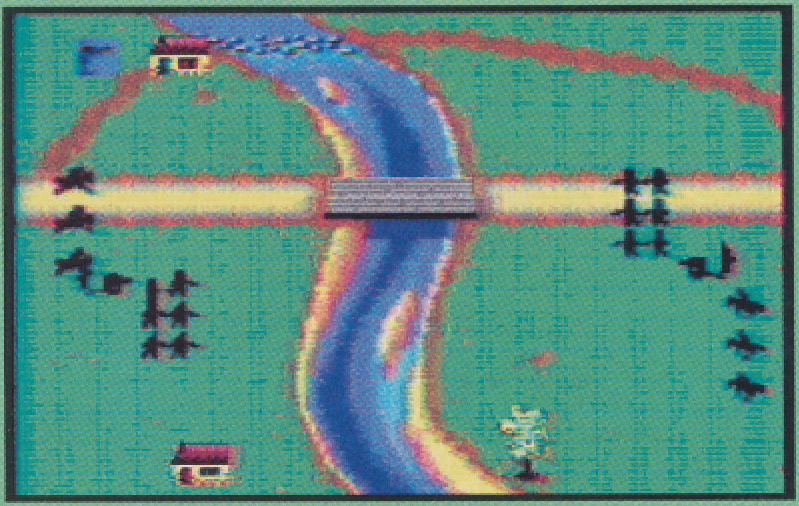
DISC £5.50

C64 GAMES (FULL PRICE)

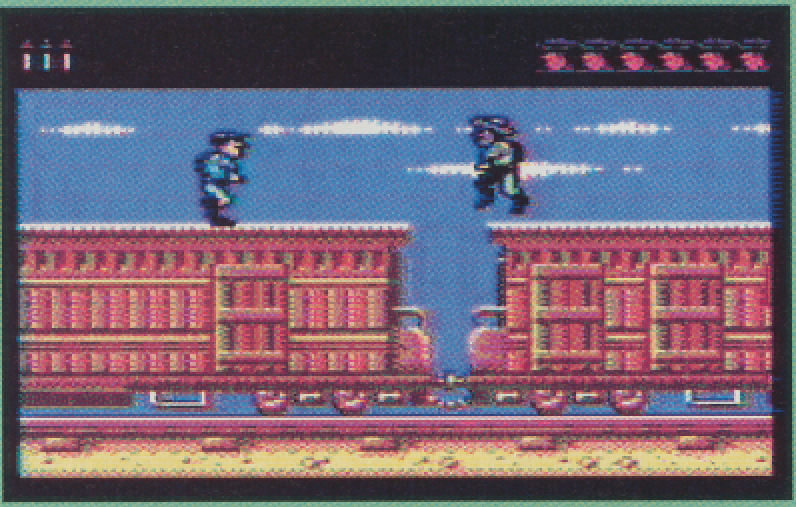
	TAPE	DISK
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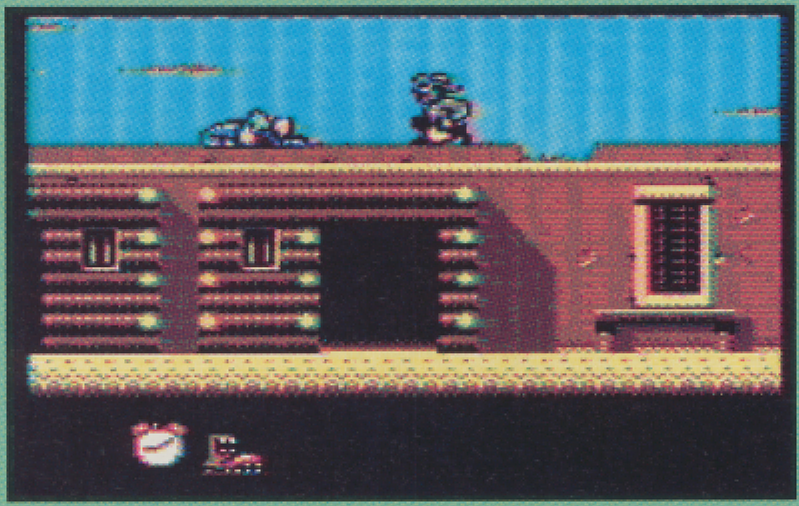
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Ahh, the action of battle, the smell of gunpowder and the thunder of horses hooves! There's nowhere I'd rather be than the battlefields of the US Civil War!





Get on, get on, get on, get on the groovy train as you scurry towards the front of the train where a large amount of shiny, sparkly, polished gold coinage awaits you! And wouldn't you run the length of a train for that?!



NOR
AN
SOU

Jason Miller came to town, riding on his pony, put a feather in his cap and called it Macaroni. We knew he was odd, but not that odd!

Avec les fameaux heroes de B.D que sont "Les Tuniques Bleus", sacre bleu!. What is happening? (You seem to have gone completely mad! Ed) They're at it again - those Frenchies just love their simulations and now we get to be bombarded with them as they cross the channel in droves.

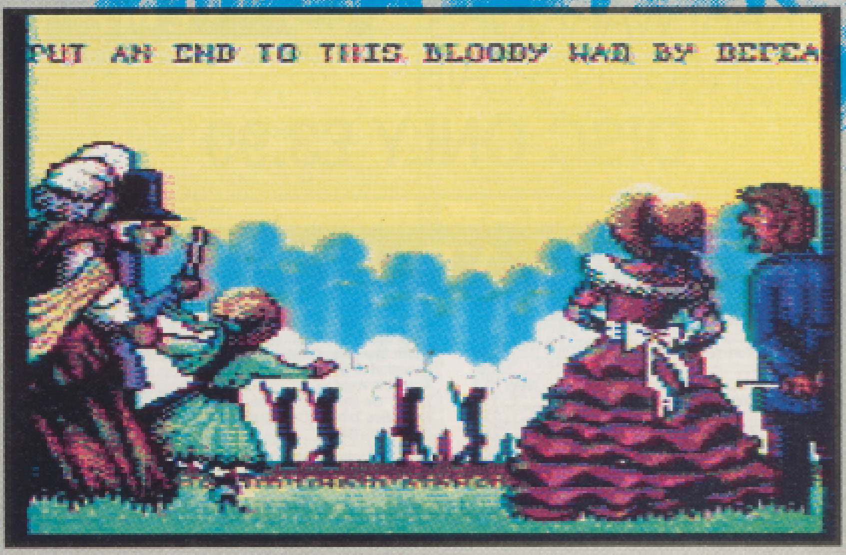
Maybe it's because De Gaulle did very little invading himself when he was President of France. I guess it's about time they had a bit of success with their simulations. They were never much good at the real thing.

North and South has (thankfully) absolutely nothing to do with tacky American mini-series' on ITV, except for the fact that it's based on the American civil war - between the Yankees and the Confederates. You have the choice of being either a Fed, so you can send the Yankee back on his pony with his tail between his legs or a Yankee, which means you can give those Southern Fed Yahoos a good drubbing.

Either way, the objective is to make mincemeat out of your opponent and kick their behind. Victory is achieved by eliminating all of the opposing armies.

Once you have chosen your side and the year in which the war is to take place, you are presented with a map of the US, divided into states. For the first few goes, you're able to just walk into neighbouring territory as all the territory is virgin (Oo-er!).

However, the game soon hots up as the armies meet and get the chance to



RTH ND UTH

CREDIT CARD

◀**SONICS** Wacky tunes and funny sounds.

◀**GRAPHICS** Pretty good but for the battle scenes.

◀**FIX FACTOR** You'll be hooked like a North Sea cod in a trawler net.

◀**HALF LIFE** And you won't rest until you've smegged the enemy on all levels.

NAME: North & South.
SUPPLIER: Infogrames.
PRICE: £10.99 tape, £15.99 Disk.
RELEASE DATE: Out now.

OVERALL 85%

An outstanding, comic simulation of the American Civil War.



smack it out over land. The units which go to make up the army are, the Artillery, Cavalry and infantry. Each basically has the same objective which is to destroy the enemy; the artillery can only move up and down and not forward when on attack, the horses just charge across the battlefield and the infantry fire volleys of shots.

If the battle has commenced and you see that you are getting pasted, you can retreat, which can be very important. If you've attacked a much stronger enemy, you'll be doing the same as Haig the British captain in world war one by sticking around. Lions are not supposed to be lead to war by donkeys (Very deep! Ed).

As well as the out-and-out fighting, there's the chance to capture forts and railroad trains (choo, choo!). The flags on the map represent where each division is based and where the fort is. You can conquer a fort by running (against a time limit) from the entrance to the flagpole, fending off enemy soldiers and avoiding exploding dynamite booby-traps.

You can capture trains in the same style, jumping on board and then running along the top. If you capture the train, you get the other side's gold. Sneaky, huh?

Whilst all the this is going on, you are gaining gold which will enable you to have a new army, the moment enough is stashed in your safe.

Wealth plays a great part, you can be like John Major (rob the enemy of their taxes, like he takes the peoples money by Poll Tax) (Bit of politics, there, my names Jason Miller, Goodnight!). How! just simply capture territory, blocking their towns and then all the taxes will go to your bank!

You could be right in thinking that it all sounds quite easy, well, possibly, except that Infogrames have added some real gems for you to consider. As no war is not complete without disasters, that's why there are three!

The storm stops you from moving for a turn until it's gone, the Indians will destroy you as they do not take any crap from a whiteman. So do not become their prey and become too greedy when taking land, as an attack from the Indians could seriously put an end to the war for you.

And do not even think of waking the Mexican from his siesta as he's probably recovering from a few too many Tequilas. He occasionally lobs a bomb onto Texas and that's no bonus.

North and South is a fast, action-packed and rather zany game. The graphics are the only let-down but in saying that, they're fantastic when fighting for the fort and planning the attack, although when in battle all the hard work put into the rest seems wasted. The graphics are a bit tiny and shadowy.

But what the hell! One little thing like that does not take away the thrill and joy you get from North & South.

YC FUN ONE

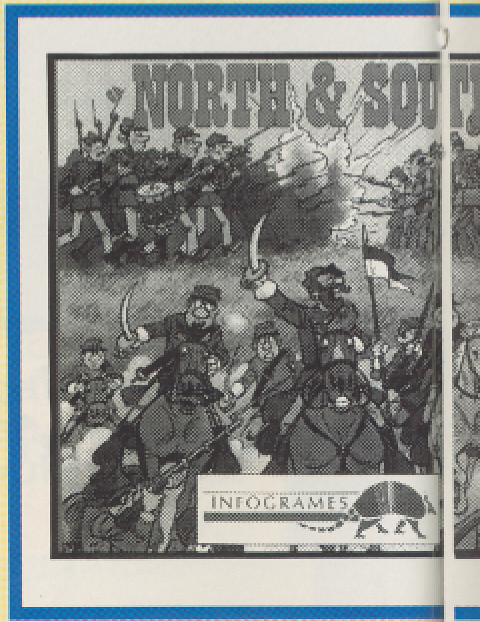


THE YC GO

Well bottle my brew and throw the tea bag out of the window! Have we got a totally amazing array of prizes for you lucky people this month! We've gone completely out of our way to blag bags of goodies from gullible software houses and record companies in a vain attempt to make YC look very generous indeedy. No questions asked, y'know what I mean?

All you have to do is send in a postcard with the name of the prize you would like, addressed to **"THE YC GOODY BAG", YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF** and you could be in with a good chance of winning several scrummy prizes.

Send in one postcard for each prize, or send several postcards in one big envelope with 'LOADSAPRIZES' scribbled on the front to enter a few.



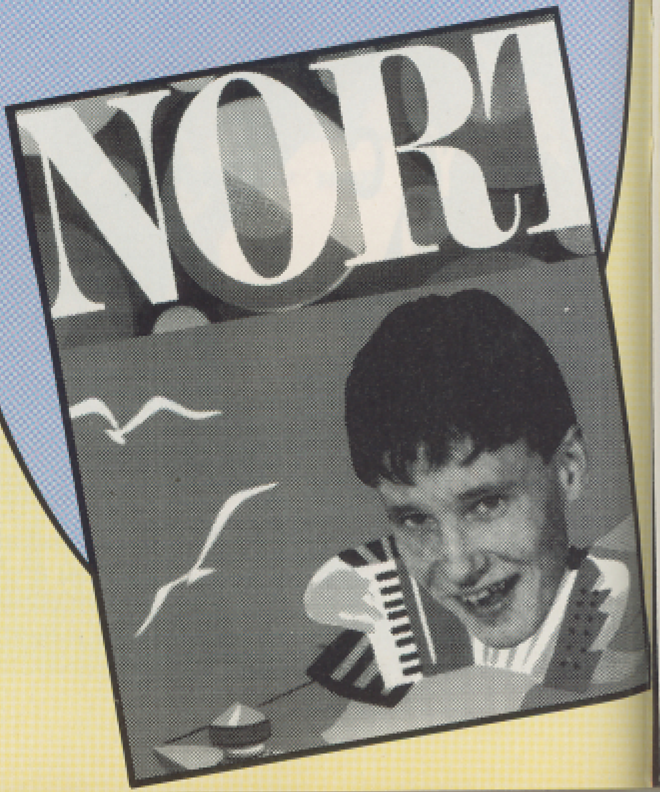


10 LINDY LAYTON ALBUMS

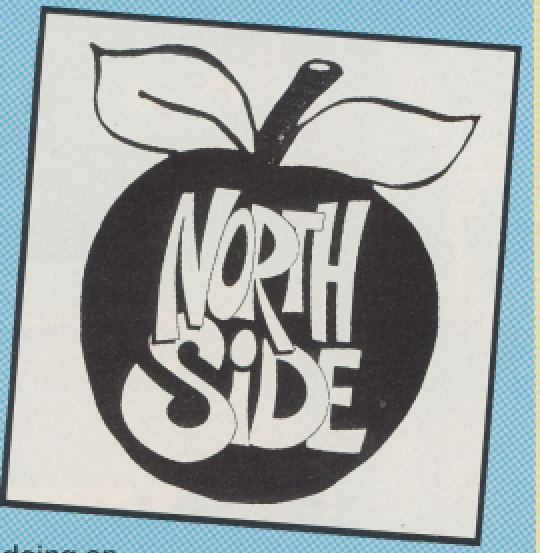
Remember that person who bopped around with Beats International for a while? Well she now has her own solo album out and jolly good it is too! If the idea of bopping with Lindy all night appeals, write "LINDY LAYTON" on your postcard. It's as simple as that!

5 NORTHSIDE POSTERS

If you're a fan of Northside, you'd probably like nothing more than to shove a poster up on your wall (next to all the rather corking ones YC's provided you with already, no doubt). So pick up your crayons and write "NORTHSIDE POSTER" on a postcard and their little faces could be staring down at you before you can utter: "It's grim up North".



5 NORTHSIDE ALBUMS



Northside might come from oop North, where whippets and men in flat caps roam the streets (Cue riot from Northern readers) but they certainly can craft fine pop songs, such as their last single 'Take 5' which bounced into the charts earlier this month. Well, they're doing an LP and you could win one by writing "NORTHSIDE LP" on a postcard.

OODY BAG



5 NORTH AND SOUTH POSTERS

If the harsh reality of war seems to much, you could stare at one of these posters all day and just pretend you're there. These ozone-friendly posters are going to be given to the people who write "NORTH AND SOUTH POSTER" on their postycard. Well, five people anyway.

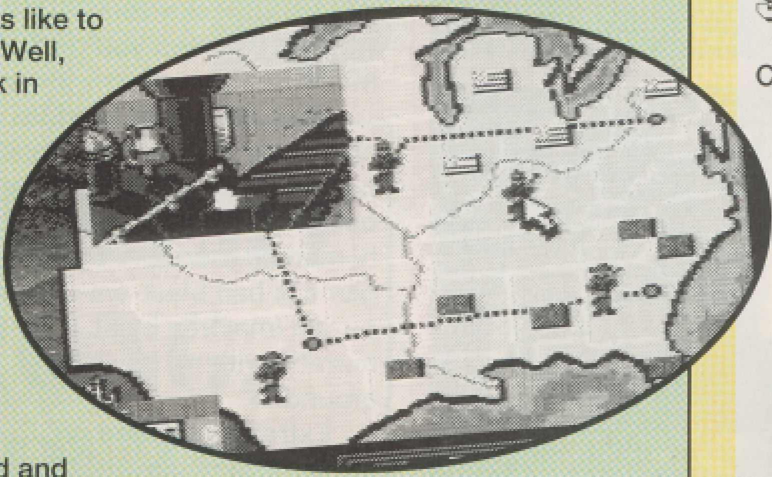


5 ST. ETIENNE SINGLES

This summer could be bopped away to this (almost) brand new poppy dance band. Currently working on their first album, St Etienne could well be very big before you can say "Several stonking St Etienne singles shrouded with sonic sexiness"

And, lucky readers, all you have to do is write "St ETIENNE SINGLE" on a postcard and address it to us!

5 NORTH AND SOUTH GAMES

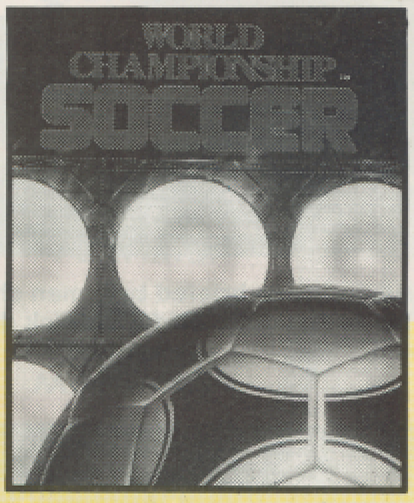


Do you want to know what it was like to fight in the American Civil War? Well, instead of transporting you back in time and throwing you into the middle of a blazing battlefield, we at YC thought it might be a nice idea to let some of you lucky readers experience it in your own home.

So we gathered together the YC posse and 5 readers who write in with "NORTH AND SOUTH GAME" written on their postcard will have their house stormed and burnt to the ground and their family shot by several thousand angry people on horses (Surely you mean "will win a copy of Infogrames excellent Civil War game"? Ed). Runners-up will get a rather generous £1.50 voucher to spend on any game ordered direct from Infogrames. Aren't they kind?

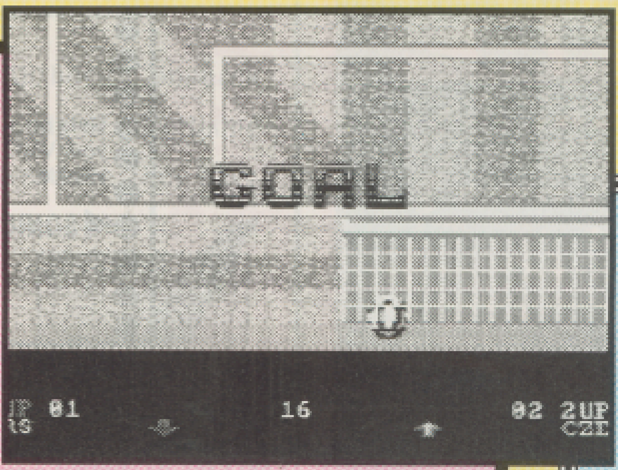
25 WORLD CUP SOCCER POSTERS

Certainly a contender for the spiffiest football poster of the month, if you would like to decorate your bedroom with one of these splendidly-designed large wonders, simply write "WCS POSTER" on your postcard.



5 WORLD CUP SOCCER GAMES

Read the review? Dying to see the game? I bet you are! This ball-kicking experience comes from Elite and out of the kindness of their hearts they are offering 5 copies to the readers drawn out of a hat with "WCS GAME" written on their card.



ALL ENTRIES SHOULD BE IN BY 1 AUGUST 1991

EXTREME

You've read the PREview, now read the REview. Jason Miller puts on his robot legs and strides off to do battle with space aliens.

In 1973 the space probe Pioneer 10 passed Jupiter, left the solar system, and went deep into space carrying a plaque showing terrestrial beings (That's us, folks!). Now it is 3021 (Gosh, how time flies!) and Pioneer has returned - along with space pirates who have disabled the craft, resulting in possible destruction for the Earth. Your task is to locate the ship's computer and avoid being splattered into the universe along with the rest of the Earth's population when the ship explodes.

So it's "humanoid to the rescue". Yes! You have an upper half of your body like Arnold Schwarzenegger, and a bottom half like R2D2. So you should take your WD40 with you to keep you on the move!

Well, are we all oiled up and ready to go (Oo-er!) and become a hero? Extreme is based on the idea of a humanoid therefore the game is half blast-em-up and puzzle (majority blast, hurrah!) with no messing around.

Extreme is based on three missions/levels. These missions include retrieving energy crystals and swimming through fuel tanks.

In level one you are in the centre of an acid bath, (not to be confused with an acid party totally out of your brains going bonkers!).

The first level involves you 'n' your outrageous gun blowing nasties to smithereens whilst collecting all the essential objects (a little crystal) that will take you on to fight another day.

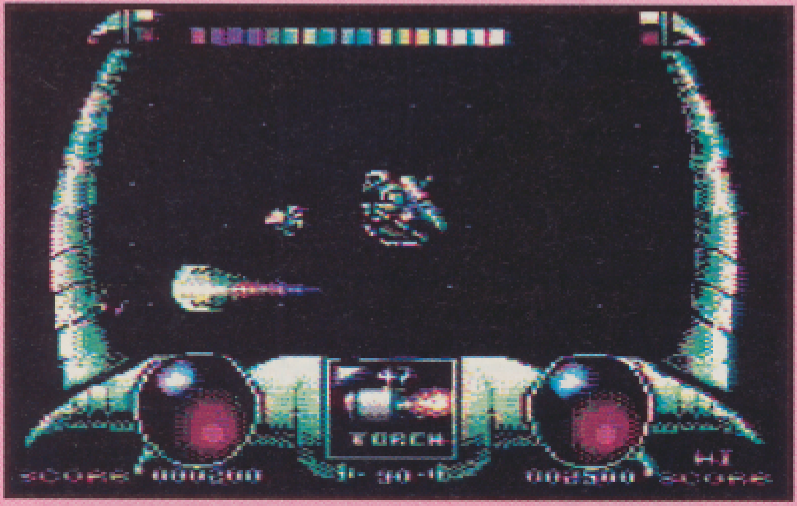
You regain your legs when you advance to level two - "underwater". But don't panic, you won't rust, you just swim about, finding objects and zap-arising everything that gets in your way plus solving puzzles.

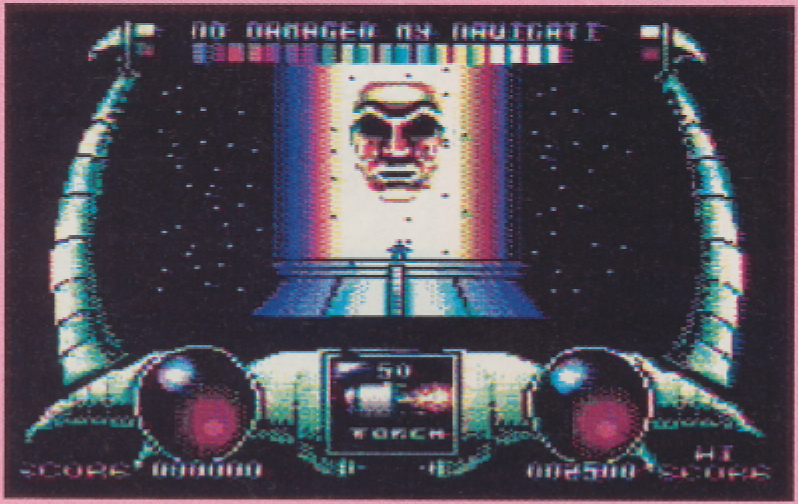
If this wasn't strange enough with legs one second and not the next, the humanoid spends the last level scrambling over rough terrain with lasers being fired from all angles!

Extreme is an, er, extreme-ly (Boo! We've had that joke before! Ed) addictive game wich will have you somewhatstuck to your chair. Unlike the humanoid and its robot legs, it's not half a game!

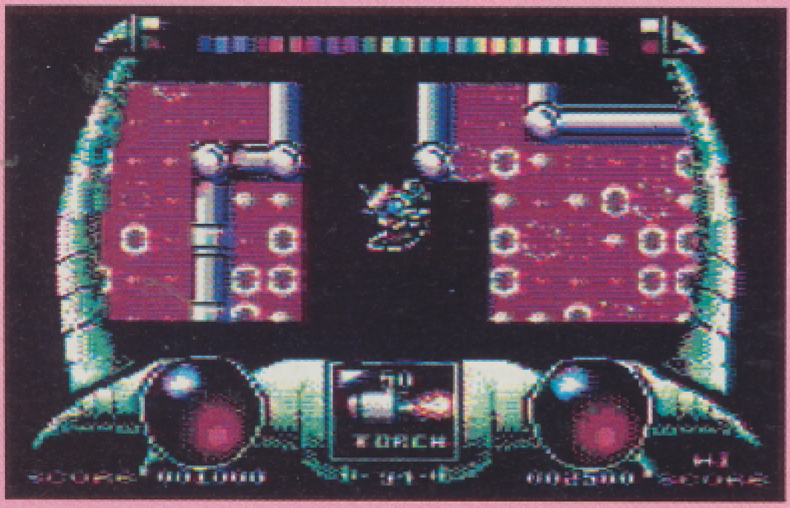
The OK graphics (for a Commie), along with the slightly dull sonics take nothing away from the brilliant gameplay, which makes Extreme well worth a look.

So don't delay, go and spend your dosh!





✪ Having been briefed by a man shining a rather large torch in his face, you're off for a quick dip in the pool – the acid pool!!



CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Gets on your Van Winkle.	Reasonable.	Not as addictive as a Columbian & coke.	It pulls you in slowly.

NAME: Extreme.
SUPPLIER: Digital Integration.
PRICE: £9.95 tape, £12.95 Disk.
RELEASE DATE: Out now.

OVERALL 80%

A corking robot action game that'll keep you hooked with its fiendish gameplay.

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ASA

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EUROPEAN SUPERLEAGUE

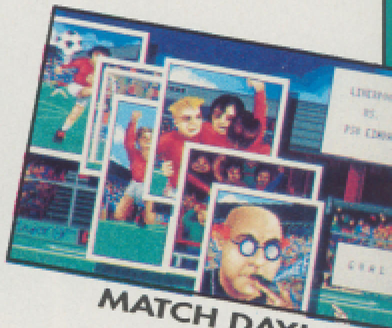


CDS

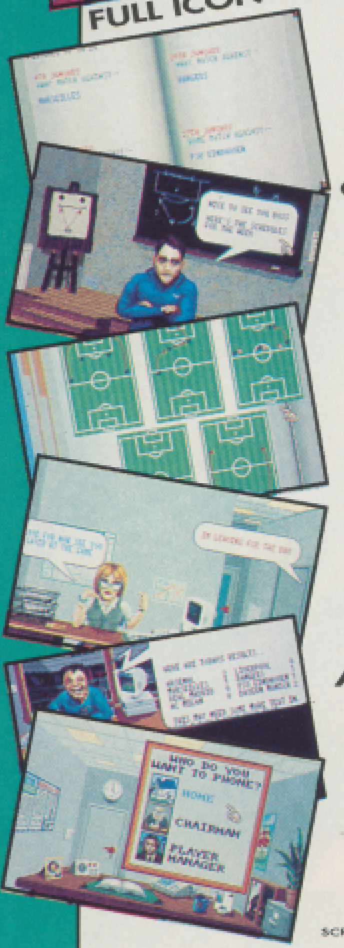
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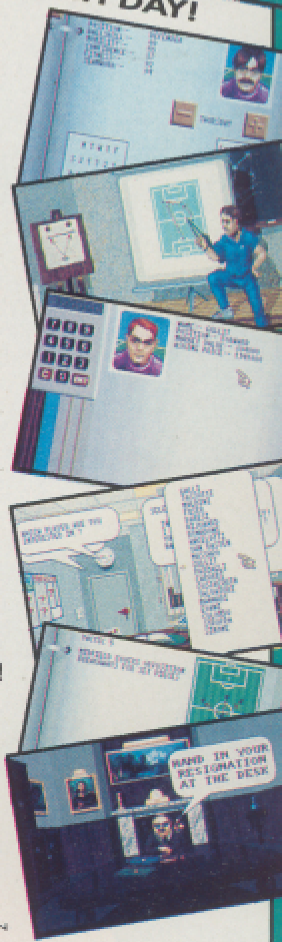


FULL ICON CONTROL!



MATCH DAY!



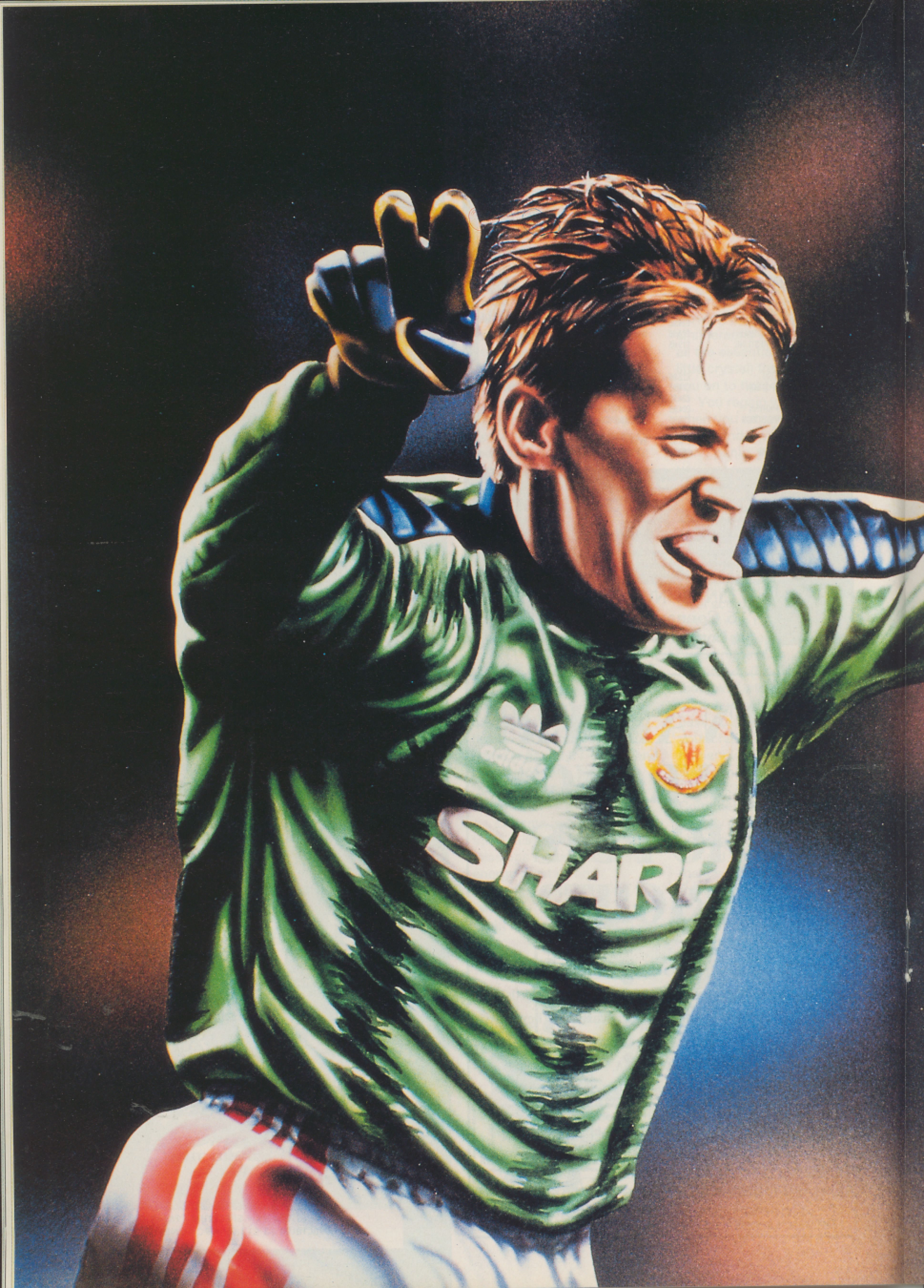


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POSTER



MISADVENTURE

In which Paul Rigby starts a new course of potent medication and takes a hazy look at this month's new adventures.

CAST OF CHARACTERS:
- ***MAN***
- ***PHANTOM CLUB COMEDIAN***
- ***JAMES T. POINTLESS***
- ***BERTRUM SPONSOR***

[Sounds of Arctic high-speed wind searing through a paper-thin tent. Chattering teeth. Howls of the huskies. Frosted face of man appears behind tent-flap - removes oxygen mask]

This week, er, month, damn what day is it [clunk]...blast, dropped my ice pick...Misadventures comes to you on location from the barren wastes of...[80mph wind drowns out sound]...comes from the top of the lamp post situated at the corner of Wilton Road, Stockton-On-Tees.

Here, at base camp three, at the tremendous height of 16 feet - oxygen is scarce, frostbite is rampant, food is fast running out.

[Camera pans to the ground where a small boy, bathed in pleasant sunlight, stares upwards licking an ice cream]

So, for my loyal Misadventurers, if I can thaw out my C64, a special "on-location" adventure column...[blizzard forces man back into tent - meanwhile, on the ground, someone calls the Fire Brigade].

REVIEWS

GAME - BOUNTY HUNTER [DISK 6]
PRICE - £2.95 [DISK] ; £2.50 [TAPE]. UK POST FREE
ELSEWHERE ADD £1.00

Bounty Hunter is the latest Rip-Roaring-River game to hit the Commie. Wrapped up in 125 locations complete with a map, documentation and a hint sheet.

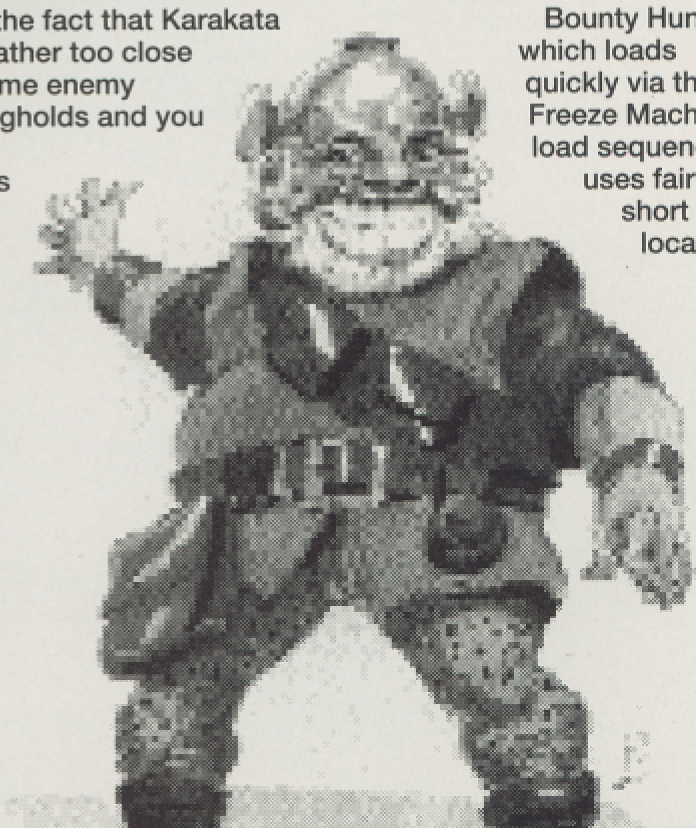
The game deals with that well known sexually transmitted disease - Viroids. Well, actually they (yes, they) are neuro-viral lifeforms. But you guessed that already dintya?

The first experimental batch of 22 specimens was on the way to HQ (to compete in the Mars versus Pluto inter-planetary footie match) when the ship carrying the cargo threw a wobbler and crashed (blood everywhere) on the planet of Karakata.

The Federation can remember Karakata as a quite yucky uninhabited place, unfit for human habitation - then it was renamed Milton Keynes (no, heh, no, really, heh, but seriously, but seriously, my mother-in-law - my mother-in-law is so fat, she's so..thump.)

Sorry, that was an unwelcome intrusion by the Phantom Club Comedian. Back to the plot, Michael.

Colonists once staffed the deserted buildings but they are now under the rule of the planet's natural elements. Add the fact that Karakata lies rather too close to some enemy strongholds and you can guess why this planet has never been re-colonised.



That, and the overwhelming smell of unwashed feet...but that's another story.

However, while the Federation cannot risk a direct confrontation by landing on the planets and looking for the Viroids they cannot, at the same time, be allowed to fall into enemy hands. They weigh an absolute ton, for one thing - probably resulting in many sprained wrists, and contusions (bless you).

This is where you, the mercenary, come in (yes..no, yes, really, aye madam, let me tellya, I knew a mercenary - he was soooo fat this mercenary...sooo fat that...thump, crack) Sorry, Phantom Club Comedian again - ahem.

Your mission is to seek and destroy the 22 escaped viroids.

Bounty Hunter, which loads quickly via the Freeze Machine load sequence, uses fairly short location descriptions written with yellow text on a black screen – probably the best colour-coded combination. There is also a score routine telling you how many Viroids you have killed.

It is a shame that it

RES

doesn't have the wiz-bang Spectrum-version feature of 1500 locations. But then, who needs em, eh?

Most of those locations were not really locations anyway. Nothing happened in them. The essential story-linked locations (the active locations, that is) are still intact in the Commie version.

Puzzle quality is pretty nifty. Odd, seemingly meaningless objects will require lateral thinking if you are decipher what is required in a specific location.

Bounty Hunter is low on gloss but high on sheer design quality. It may look like an old fashioned adventure with no gimmicks to keep you gasping but the gameplay makes you quickly forget such nonsense. Recommended.

RATING - 77%

INTERLUDE - THE SEARCH FOR SPOCK

[Cut from arctic wastes at the top of the lamp-post to an empty planet. Silence. Stars. The odd meteorite. The planet Offal. James T. Pointless, intrepid something-or-other, searches for signs of retailing life on the planet Offal]

[Hiss. Beep] Very little evidence of shopping facilities here...there don't seem to be any large supermarkets. There may be some on-the-corner grocery stores behind those rocks, but it's difficult to tell from this angle. It does seem to suggest that most of the shopping here is by direct mail...[Hiss, Beep]

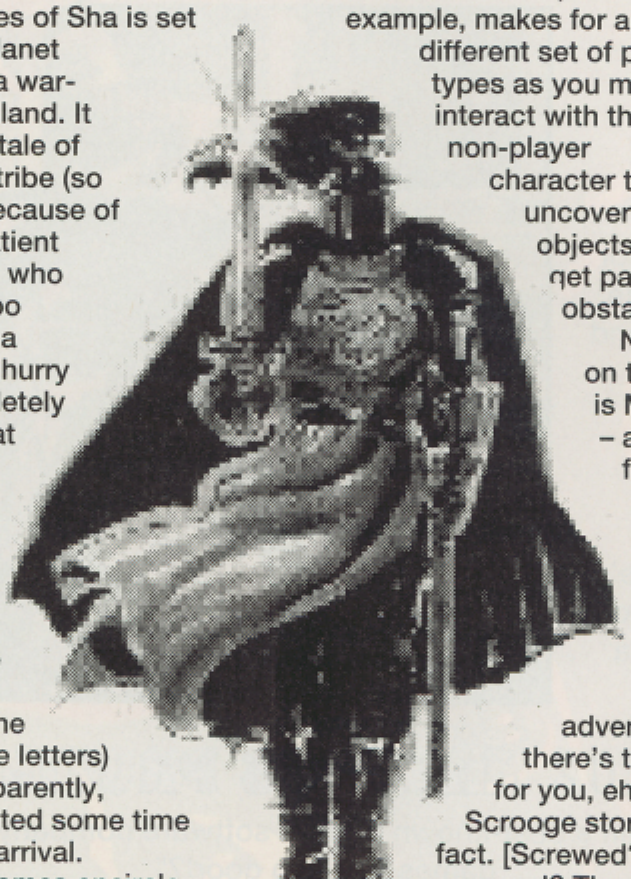
[Cut back to artic lamp-post. Man talks through chapped lips]. Thanks James. Startling stuff, I'm sure you'll agree. Now part two of the column...

GAME - DOMES OF SHA ; MISER ; JACK & THE BEANSTALK [DISK 4] PRICE - £4.50 [DISK].

DOMES OF SHA AND MISER [TAPE] £2.50 ; JACK & THE BEANSTALK (WITH THE CHALLENGE) £2.50.

Disk Four (so what happened to the other three? Don't look at me I haven't got them) in River's box of goodies gives you excellent value for your dosh with three adventures.

Domes of Sha is set on the planet Olaxas, a war-ravaged land. It tells the tale of the Sha tribe (so called because of the impatient historian who was in too much of a damned hurry to completely hear what the full name of this gentle people actually were. He only caught the first three letters) who, apparently, have waited some time for your arrival.



Six domes encircle the valley. Your job is to find the secret of them. You set out to release the tribe from the Cold Fear (that prevents them from leaving the valley), together with Grunt – your faithful semi-intelligent man-type thing, person, ape-ish creature chappie.

Domes features many awkward map-making sessions with the inclusion of many UP and DOWN directions competing with IN and OUT which, added to the usual directions, makes for a messy map if you're not careful.

Domes of Sha is well-designed and simply presented with a very good puzzle quality and plot. The inclusion of Grunt, for example, makes for a different set of puzzle-types as you must interact with this non-player character to uncover objects or get past obstacles.

Next on the list is Miser – a festive adventure - there's timing for you, eh? A Scrooge story, in fact. [Screwed? screwed? There was this girl, see, this girl, right, nudge, nudge, down the pub, down the pub. 'N I said, I said, scuse me, what's a nice girl like you doin'...thump, crack, garrote]

Sorry, Phantom Club Comedian, again, and that was Scrooge, bub, Scrooge. Any road up, after a visit by the usual ghostly apparitions you will need to complete 12 good deeds to complete this adventure.

Half the job is to find exactly what good deeds are that you need to undertake. This is done by talking to different people. With black text on a grey background Miser is an engaging game which will baffle many an adventurer. Miser is not exactly tough. Just tricky.

Finally, Jack & the Beanstalk follows the classic fairy story. Basically, you must find the golden egg and bring it home to mum. Ithas a similar presentation to Miser and is a pleasant frolic but it never really girds your loins to any great extent.

The bottom line? The compilation disk's strongest title is Domes of Sha, with Miser, a good game running in second. Jack pulls in third as a happy freebee.

DISK RATING - 78%

All games can be acquired from : RIVER SOFTWARE, 44 HYDE PLACE, AYLESHAM, CANTERBURY, CT3 3AL. [CHEQUES PAYABLE TO J.A. LOCKERBY]

[Back to the scene of the lamp-post. Two struggling legs are seen to appear from under the pile of seven policemen and four firemen as they lead the man away. The RSPCA lead away the seventeen huskies while the BBC report freak whether in the region of Stockton-on-Tees]

Finally a word from our sponsor –

[Bertrum Sponsor steps to the podium. Small glasses, white coat, grey frizzy hair – are all situated in a bag on his chair. He addresses the audience naked and bald – with a squint]

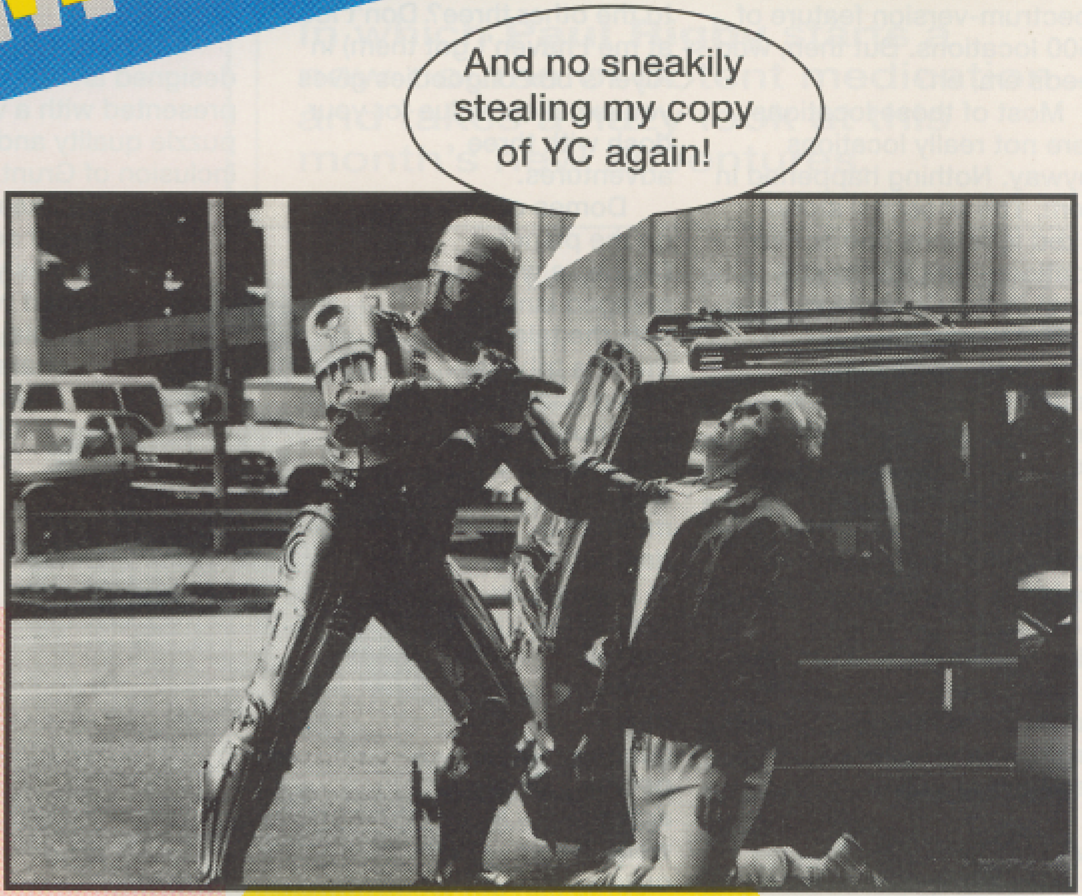
"Penguins, yes, penguins. What relevance do penguins have on the furtherance of medical science? Well, strangely enough quite a lot, a major breakthrough, maybe. It was from such an unlikely beginning as an unwanted fungus accidentally growing on a sterile plate that Sir Alexander Fleming gave the world penicillin. Would Albert Einstein ever have hit upon the theory of relativity if he hadn't been so clever? Would Rutherford ever have split the atom if he hadn't tried? Could Marconi have invented the radio if he hadn't by pure chance spent years working on the problem?

Nevertheless scientists believe that these penguins, these comic flightless, web-footed little bastards may finally unwittingly help man to fathom the uncharted depths of the human mind."

You can write to Paul Rigby (and find out what on earth he's on about) at: **Misadventures, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF** – you could win a penguin!

NEXT MONTH

IN THE MAGAZINE THAT BRINGS A SMILE TO YOUR FACE AND A SHOCK TO OUR RIVALS...



YET ANOTHER COVER TAPE:

YC's pet programmer Richard Taylor spirits up another game for the tape. Plus! Several other stonky games and demos.

THE COMPUTER BOFFO FINAL:

At last, the grand finale of everyone's favourite quiz. A programmer, PR bod, YC writer and MD clash at last in a special last round.

CODE MASTERS PROFILE:

YC looks behind the scenes of Britain's best-known budget software company and says: "Why do Code Masters games taste so good?"

THE RAMPARTS CHALLENGE:

The YC Unruly-Squad grab a supply of ten-pence pieces and bother Domark for a few games of the mega Ramparts arcade game. Who is the Ramparts King/Queen?

PLUS: Many pages stuffed full of new, reviews, compos, cheats and so much more that you'll spend the whole month reading it!

YC AUGUST '91 -

Sunny side up, just the way you like!

OUT JULY 26

Remember, folks - Because we're always burrowing away in the YC office for ever-more exciting features, we might get it into our heads that we want to swap everthing in the next ish about. So please don't come running to us when we've put something even better and more corking in the magazine than anything else we've mentioned before, OK?

Please Newsie, I'd rather like you to reserve me a copy of the ever-so-spiffy YC every month. In return, I'll hand over my pocket money for you to spend on whatever you like, and I certainly wouldn't do that for every Tom, Dick and Harry of a computer magazine.

MY NAME ....

MY ADDRESS ....

....

....

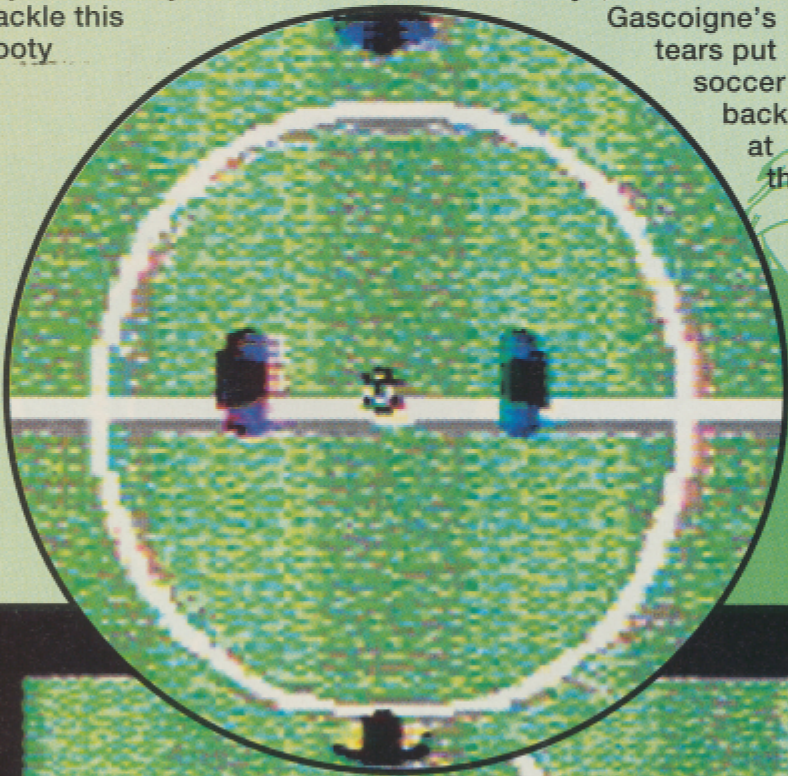
Give this to your local paper shop before it blows away!


P.P. HAMMER
AND HIS PNEUMATIC WEAPON
JUMP HIGHER AND HIGHER...
JUMP HIGHER AND HIGHER...
CU SCREEN STAR

WORLD CHAMPIONSHI

There was a time when Jason Miller could be seen on the terraces at Real Madrid, so with Rik busy at YA, we gave him the title of "Footie expert" for the issue and handed him Elite's latest...

What can I say about World Championship Soccer by Elite? There I was, pondering with the joystick, ready to tackle this footy simulation, when I realised the amazing amount of footy games that are around today. We have a fair old few to choose from these days, since Gascoigne's tears put soccer back at the top last year.



The sound of the words "World Championship Soccer" take me back to the World Cup last summer; The Cameroons with their beat-'em-up tactics, and plump Maradonna with his hand that scored more times than the rest of the Argies put together.

But what are Elite doing?! Every soccer fan knows that footy season is over, it's time for strawberries and cream for the tennis, or maybe those Italian spaghetti-eaters want to rub our faces in the ground after beating us (England), 2-1 in the World Cup in Italy. No! Neither the Italians or even the Germans thought about "World Championship Soccer".

Please bear with me on this one, don't think "why the hell is he talking a load of baloney", as when you play "W.C.S." you will not be talking baloney - but playing it. Sorry Elite, but they do say the truth hurts. Lets face it, Paul Gascoigne would be more successful playing for Lazio on crutches than this game is at being a great footy sim.

Sega had a highly successful and popular arcade soccer game, which has now been brought to home computers by Elite Systems. Well, Sega may have been highly successful but Elite will put an end to that quite soon!.

Now to the serious business, a chance to be like your heroes, Lineker, Mattaus etc.

You have the choice of 24 international teams and - yes! - even the chance to select the eleven players for your team. Fierce competition awaits you, enough to make you quiver in your studded boots. A chance to see if you have what it takes to steal the cup from the holders.

This by no means is an easy task since you have to qualify before you're allowed to play against the giants of football. Once you have selected the team you wish to play, make a note of their numerical qualifications, one to five, five being the best. The U.S.S.R. seem without a doubt the team to be reckoned with, as skill, speed, defence and their keeper are all above four!

The 'member select' screen will give you a run-down of your players and their abilities. Look at the statistics before you choose your team as these give you the player's capability, and their numerical value in comparison with their other team-mates. Team selection is a major factor if the cup is to be on the plane home with you,

Once the team is chosen, you'll have a chance for a practice or put yourself in at the deep end. you'll be amongst one of the six groups, each group containing four members just like the real World Cup.



HIP SOCCER



Only the first and second-placed teams from each group will qualify for the final tournament, this is worked out on the principals of the best goal difference, amount of goals scored and the quickest goal!. So It's a 45 mins each way and if the scores are tied it's extra time then penalties. "This game sounds like te real thing!", I hear you cry. Yes it does. The principals are the same and the ideas are fine, unfortunately, the playing and errors let the game fall.

Your man can dribble with the ball, tackle and even (that dreaded word) foul and get sent off, difficult but true.

What's wrong? Oh well, basically, no offsides, the teams play in yellow or blue (two colours! The designers of footy strips will be unemployed!). The goalie is alright, but quite often the player can shoot the ball through him if he follows up the shot, and even foul throws are allowed (Boooo! Ed).

It's up to you to decide whether to buy this game or not! But personally I would rather spend my money more wisely (hint, hint!).

CREDIT CARD

SONICS Pretty dismal

I've seen better! **GRAPHICS**

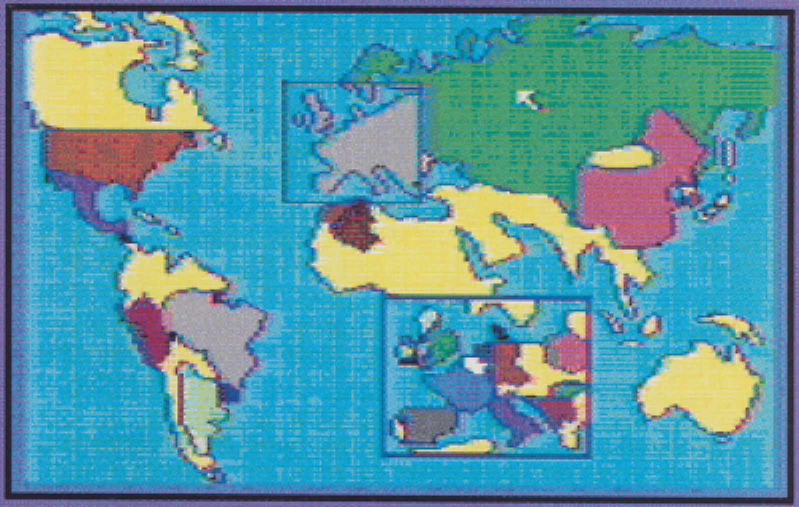
Gripped at the idea, **FIX FACTOR** but not the execution.

No comment (for you to decide footy fans) **HALF LIFE**

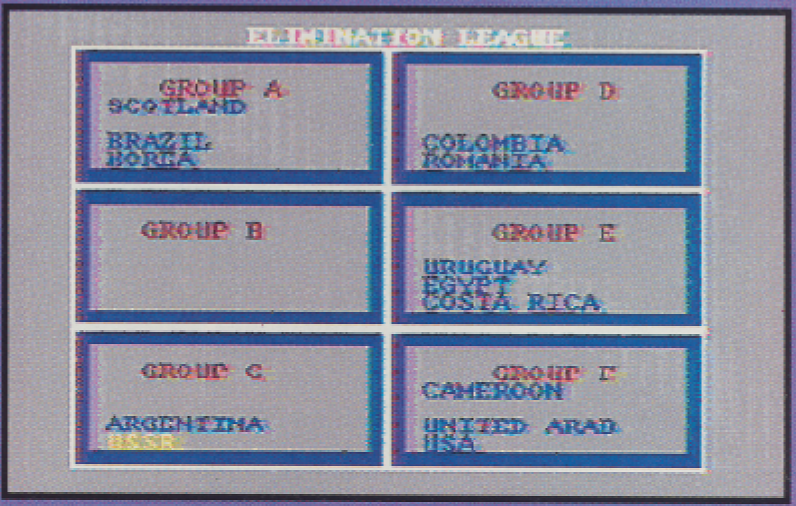
NAME: World Championship Soccer.
SUPPLIER: Elite.
PRICE: £9.99 tape, £12.99 Disk.
RELEASE DATE: Out now.

OVERALL 55%

Elite had more balls to produce this dross than FIFA used in the whole World Cup.



Quite an extraordinary array of international talent is within your grasp just with a click of your joystick.



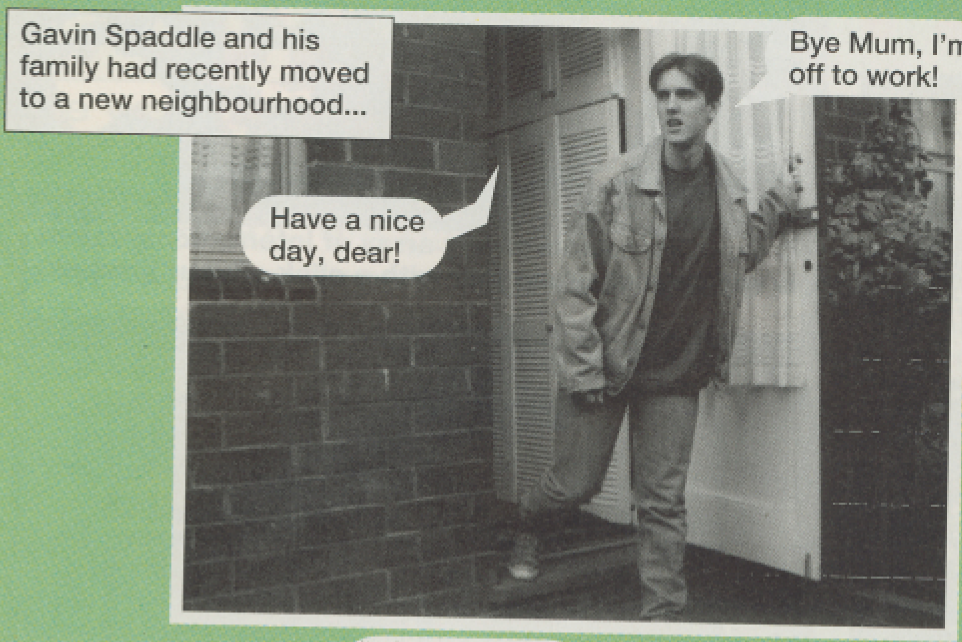


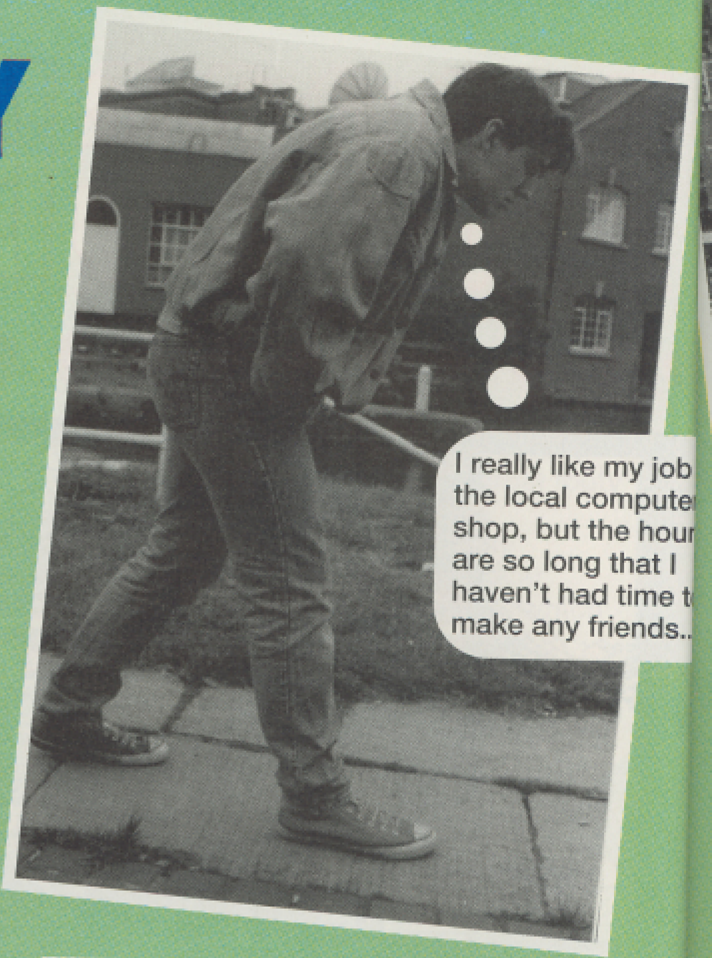
". . . and the keeper dives for the ball, desperate to stop Holland snatching the cup . . . but he misses! And it's an excellent goal for the young Soviet striker!"

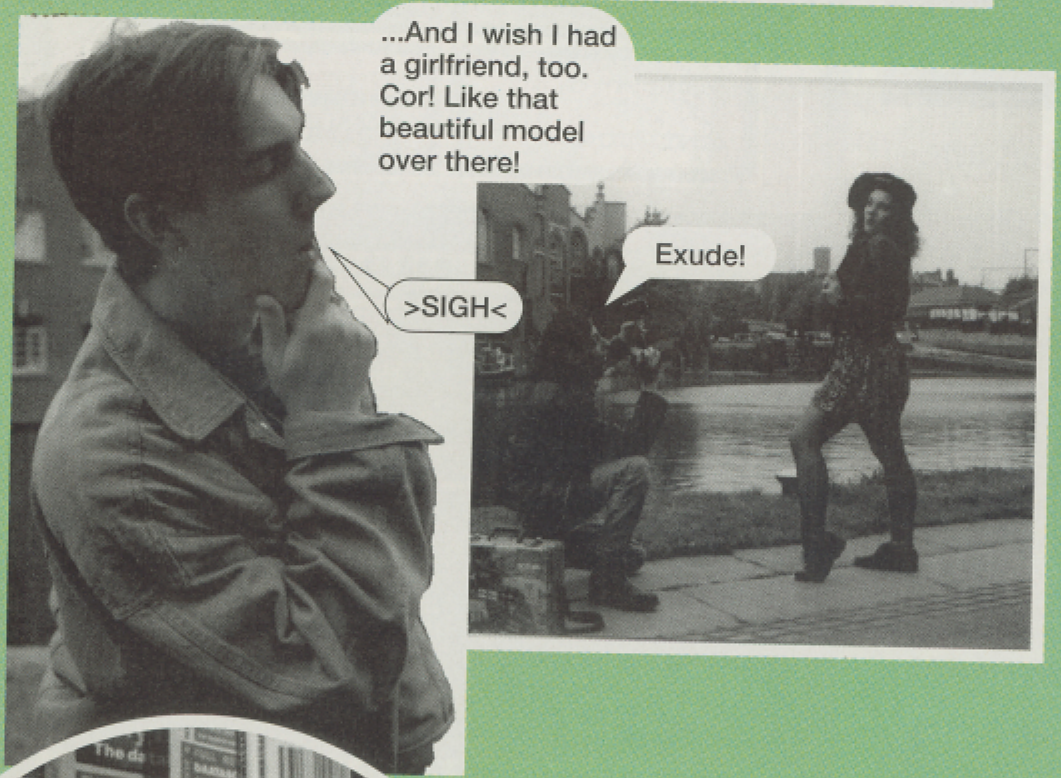


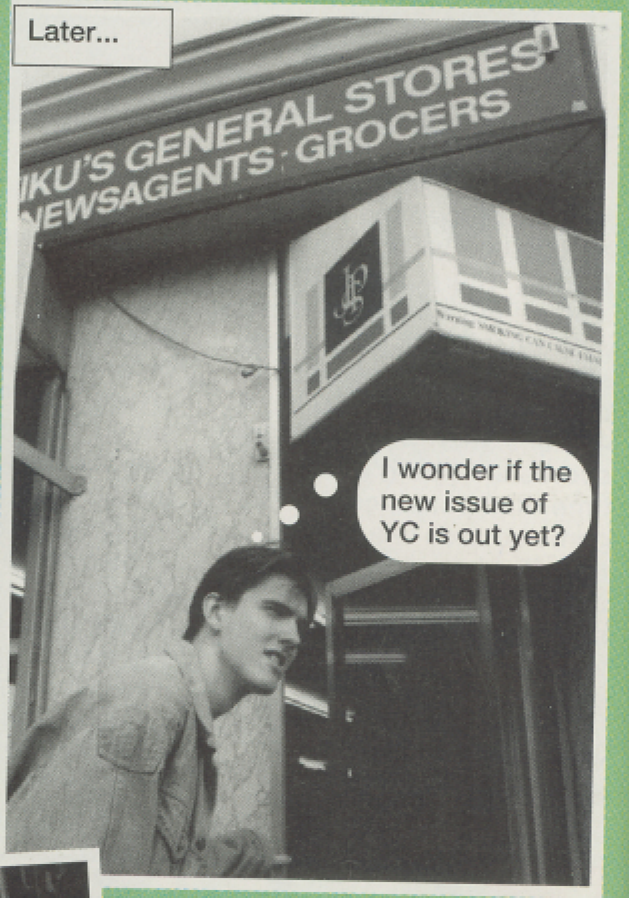
YC PHOTO STORY

Words: Alice Fage & Jeff Davy
Pictures: Jeff Davy

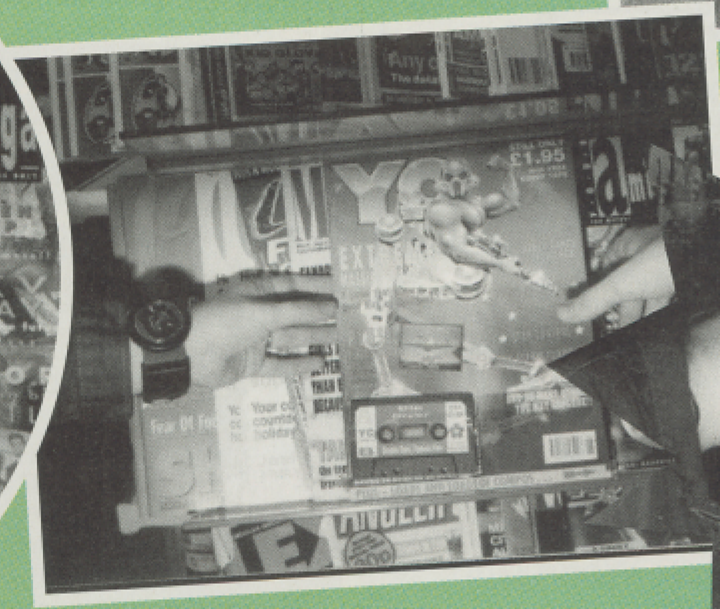




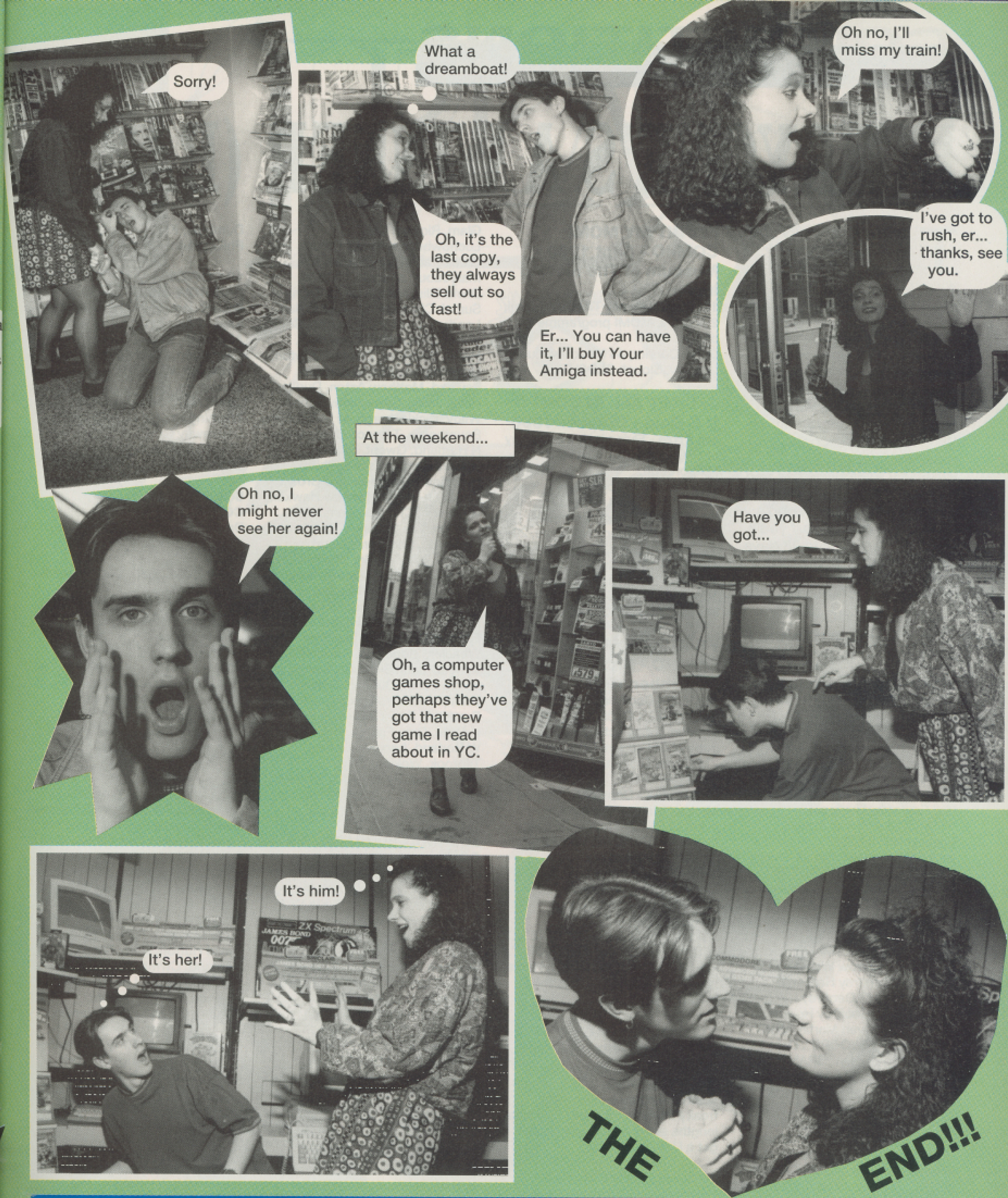












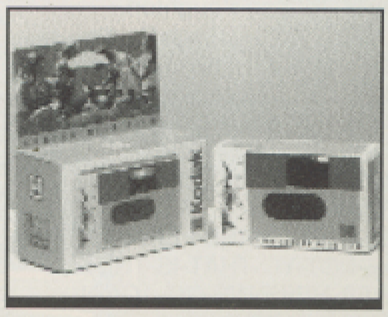
WIN 5 KODAK FUN CAMERAS!

In an act of boundless generosity, Kodak and YC have got together to offer you the chance to win a Kodak Fun Camera. One of these would normally set you back at least a fiver but you can get your mitts on one of these small, light and tough cameras by answering the following (easy-peasy) question:

Name the three members of the YC staff in this photo story.

Send your entries to:
"Fun in the Sun Compo",
YC,
20 Potters Lane,
Milton Keynes,
MK11 3HF.

All entries should be in by August 1st 1991 and the editor's decision is final.



EVERYONE'S A WINNER (BABY)

The YC Office Fairy has been busy this week picking out all the lucky winners of the spiffo compos that have appeared over the past few months. We were glad to see so many celebs entering like Danny Baker, Stephen King, and Gary Kemp! If you see your name printed on the following pages, firstly Congratulations 'Big Head' and secondly and most importantly DON'T RING US! All your names and addresses have been sent to the lovely PR people who offered the prizes, so if you don't receive them in 28 days then get in touch with the Company itself!

MONTY PYTHON - Sept 90 - Virgin Games

We asked you to name the YC Office Tin of Spam. 1st prize winners get a set of Monty Python videos and the game, 20 runners up receive the game.
1st Prizes, Matty Harries, Wiltshire "M C SPAMMER", Michael Jones, Birmingham "SPAMANELLA" Dean Scott, Corby "SAD SPAM HUSSEIN", Neil Edwards, Liverpool "HAMLET", Anthony Powell, Preston "SPAMSON".
2nd Prizes, Anon, Tyne & Wear "SIR CLIVE - MEATHEAD", Bill Walsh "THE MAN", P J Kenny, Gloucester "STOATWARBLER-MANGROVE", Paul Taylor, Derbyshire "SAMMY", Dean Merliney, Gosport "MAPS", Colin Spartshott, Harrow Wealdstone "HAMID", Geoffrey Hellyer, "MACINTOSH", Geoffrey Hellyer, "GNASHER", Geoffrey Hellyer "HAGGIS", Steven Martin "ERIC", Inez Bushnell "WOOPS", Daniel Dower, Todmorden "SPAM", Richard Jeremy, Andover "ARCHIBALD, BARTOLOMEW, CYBIL, SPENCER, SMITH, SPAM", James Pratt "TIDDLES", C Herlthy "SLARTY BARDFAST", Matthew Darchambaud, Bedfordshire , M Mitchell, London "YOUR CAN OF SPAM", Andrew Jowett, Southport "CHUG, CHUG, WIBBLE WIBBLE", Nathan Houghton, "SCAMPY", Mr S P Birch South Wirral "SPAM-TIN-LIM-BIM-FTANG-FTANG-OOPS-A-DAISY-RUMPLESTILTSKIN-OH-DEAR-WHAT-CAN-THE-MATTER-BE-OLE-MINE'S A GUINESS-WE'LL-KEEP-A-WELCOME-IN-THE-HILLSIDE-PILCHARD FEATURES-YC-OR-NOT-YC-THAT-IS-THE-ANSWER-HERE-WE-GO-AGAIN-BISCUIIT BARREL".

I WANT MY MOMI COMPO - Sept 1990 - Museum of The Moving Image

1st Prize - Family Ticket to Momi, 2 posters, MOMI programme and badge.
Gavin Connor, 44 Mead Avenue, Langley, Slough SL3 8HT

JACKET ALL IN COMPO - U S Gold - October 1990

1st Prize - Flying jacket and copy of UN Squadron - Kris Peters, Narborough.
2nd Prizes - Copy of U N Squadron - Mark Seavers, Kenilworth, D Steel, Brampton, P Williams, Rushden, No name, 29 Woodstock Road, Golders Green, Mr G C Warn, Holyhead, Paul Smith, Gillingham, Jonathon Elton, Tupton, Andrew Jagger, Worksop, Nicola Schofield, Smallbridge.

FRAGGING BIG COCKY COMPO - Storm - November 1990

Name the Cockroach!
1st Prize - A Cockroach at London Zoo, 4 tickets to see it, copy of St Dragon, Copy of SWIV - Matthew Gibson, Essex "ROACHFORD"
2nd Prizes - Copy of St Dragon Michael Meade, Gloucester "CUDDLES", P Stephen, Seven Oaks, "CORKY", Ian Webster, Baslow, "COSMO", David Thomas, Kirkby-In Ashfield "RIK", Mark Brown, Litherland, "CRUGER", Simon Barker, Staines, "CONAN", Chris Mappley, Carshalton, "EDDIE", D A Tumman, Woodstock, "TOBY", Chris Lane, Blissford Road, Hants, "SCUT", D Woolmore, Northolt, "WILLYFISH".

YC GOODY BAG JANUARY 1991

January saw the start of the YC Goody bag, where lots of people stand the chance of winning freaky freebies - it's amazing what lengths some of you went to to get a U S Gold poster!

10 Lotus Esprit T Shirts - Gremlin
Phillip Hutchinson, Woolwich, Kin Wai Ho, Sheffield, Mark Pearson, Ashton-U-Lyne, J W Borland, London, Michael Wilson, Ballymena, Michael Jones, Quinton, M Hudson, Doncaster, D Rowan, Danesmoor,A Sakka, Margate, J Crowther, Cardiff.

50 U S GOLD POSTERS
D Zaccardelli, Shipley, A Forbes, Stonyhurst, Llywelyn Morgan, Mid Glam, Richard Bell, Lochowbriggs, Stuart Brown, Gidea Park, Richard Ellis, Ely, Mary0Lou Tamayao, London, David Ellis, Macclesfield, Tajinder Sumal, Chesterfield, R M Pallai, London, Jeremy Cartwright, South Wirral, J Crowther, Cardiff, D Havis, Billericay, Edward Clayton, Heighington, Mrs M Bamber, Leyland, Matthew Aston, Dudley, Philip Jeary, Gillingham, James Wilby, Dicklesburgh, M Hudson, Scunthorpe, Terence O'Brien, Birr, N Hartland, Gwent, Wayne Robertson, Banffshire, Phillip Hutchinson, London, Lee Brown, Stoke-on-Trent, Matthew Hawken, Wrexham, Christian Samuel, London, Lee Sowden, Tiverton, No Name, Causeway Court, Woking, Kin Wai Ho, Sheffield, Toby Bingham, Christow, Gary Cole, Kent, Russel Bartlett, Polegate,, P A Turner, Lincoln, Martin Birch, West Leigh, Lloyd Fitzharvus, Carlow, Matthew Wheeler, Stone (x2), Steven King, Kendal, Jack Simpson, Leeds, Jamie Baker, Dudley, D Steel, Brampton, Ross Forrest, Eastleigh, Mark Pearson, Ashton-U-Lyne, Gary Forbes, Hren Hill, J W Borland, London, Daniel Tilbrook, Woking, Billy Blackwood, Paisley, J W Borland, Farnborough, Michael Wilson, Ballymend.

20 E-SWAT BUMBAGS - U S GOLD
James Wilby, Norfolk, Jeremy Cartwright, South Wirral, Mary-Lou Tamayao, London, Kin Wai Ho, Sheffield, Gary Cole, Swanley, Lee Bowers, Stoke-on-Trent, M Hudson, Doncaster, Stephen Herries, Felixstowe, P A Turner, Lincoln, Russell Bartlett, Polegate, Daniel Tulbrook, Woking, Phillip Hutchinson, Woolwich, Toby Bingham, Christow, Alf H Jonassen, Norway, David Ellis, Cheshire, Michael Wilson, Ballymena, Richard Bell, Dumfries, D Steel, Cumbria, D Zaccardelli, Shipley, Terence O'Brien, Birr.

20 LINE OF FIRE HEADBANDS - U S GOLD
D Steel, Cumbria, Nicholas Hartland, Gwent, Terence O'Brien, Birr, Michael Wilson, Ballymena, J Crowther, Cardiff, Edward Clayton, Lincoln, M Hudson, Doncaster, Jack Simdpson, Leeds, J W Borland, London, Shane Healy, Limerick, Gary Cole, Swanley, D Haus, Billericay, D Zaccardelli, Shipley, P A Turner, Lincoln, Lee Sowden, Tiverton, Jeremy Cartwright, South Wirral, Tajinder Sumal, Chesterfield, Richard Bell, Dumfries, Kin Wai Ho, Sheffield, Phillip Hutchinson, Woolwich.

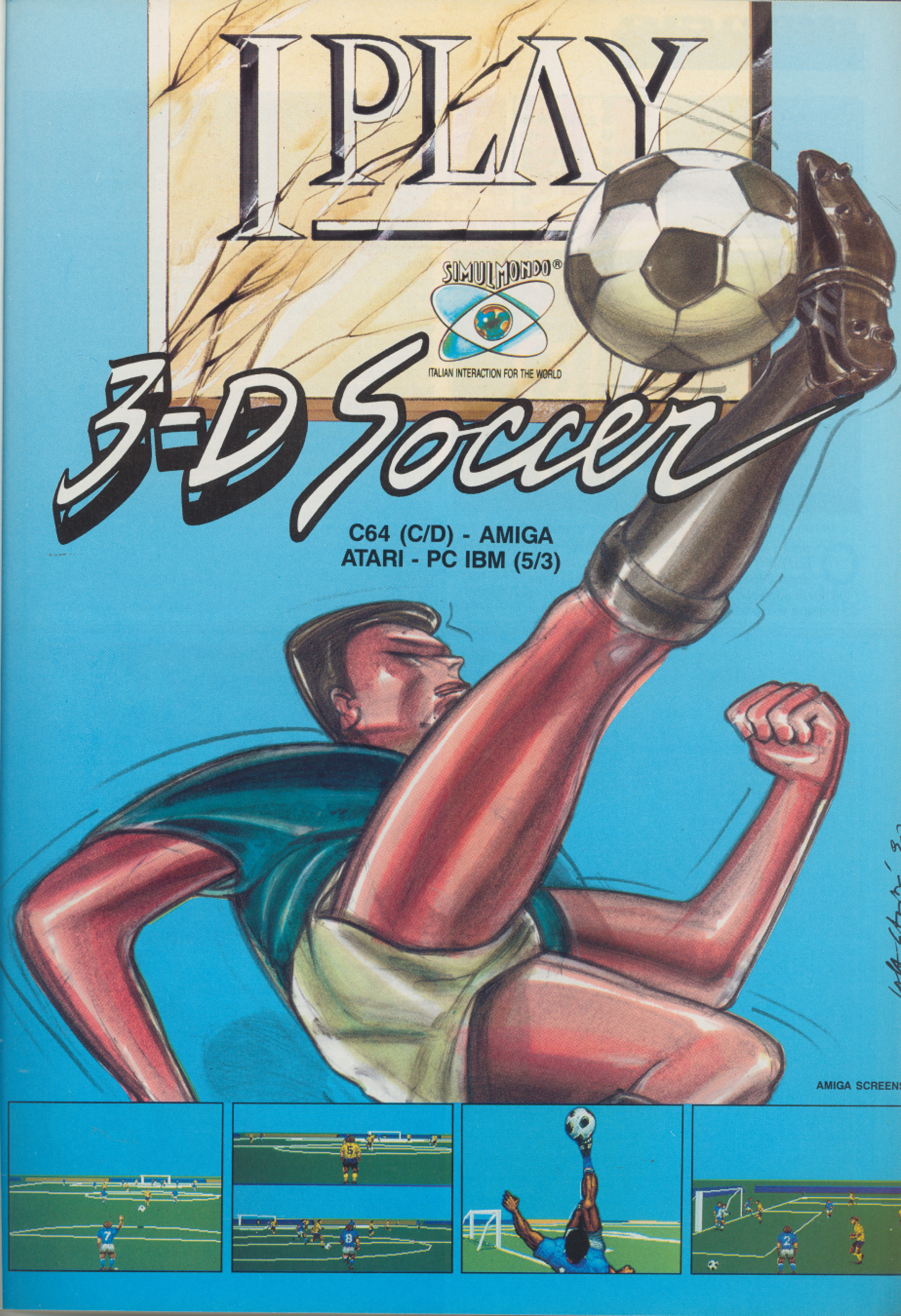
10 COPIES OF TURRICAN - RAINBOW ARTS
Miss S James, Plumstead, David King, King's Lynn, Gary Kemp, Aberdeen, Daniel Baker, Keynsham, Matthew Hawken, Wrexham, Wayne Robertson, Banffshire, Llywelyn Morgan, Mid Glam, Marc Dawson, Washington, No Name, Causeway Court, St Johns, Christiann, Tivoli Gardens, London,

SONY DISCMAN - CODEMASTERS
Daniel Tulbrook, 11 Causeway Court, St Johns, Woking.

STAR CONTROL CALENDERS - ACCOLADE
Kin Wai Ho, Sheffield, Edward J Clayton, Lincoln, D Zaccardelli, Shipley, James McMahon, Doncaster, Alf H Jonassen, Norway, Chris Bell, RAF Hospital, Llywelyn Morgan, Mid Glam, Martyn Foster, Clwyd, Christopher Weedy, Whickham, Richard Bell, Dumfries, Diarmuid Quirke, Cork, J W Borland, Farnborough, Richard Ellis, Fordham, Stuart J Brown, Essex, Daniel Tulbrook, St Johns (x2), David Ellis, Macclesfield, Tajinder Sumal, Chesterfield, J Crowther, Cardiff, Steven Lee, Ripley, D Rowan, Claycross, D Havis, Essex, Mrs M Bamber, Leyland, Paul Mullett, Milton Keynes, James Wilby, Diss, M Hudson, Doncaster, Terence O'Brien, Birr, Marc Dawson, Tyne & Wear, David Hutton, Bath, Nicholas Hartland, Cwmbran, Lee Bowres, Stoke-on-Trent, Lee Sowden, Tiverton, Toby Bingham, Christow, Gary Cole, Swanley, Russell Bartlett, Polegate, P A Turner, Lincoln, Terry Simpsone, Leeds, Steven King, Cumbria, Jack Simpson, Leeds, Stuart McGovgan, Argyll, H D Duffield, Bushey, Jamie Baker, Dudley, J W Borland, London, D Steel, Cumbria, Gary Forbes, Hrehill, Phillip Hutchinson, Woolwich, Michael Wilson, Ballymena, Shane Healy, Limerick, Billy Blackwood, Renfrewshire, Michael Jones, Quinton.

WIZARDRY COMPO MISADVENTURES - SIR TECH (Jan 91)

1ST Prizes - complete sets of Wizardry.
D Steel, Cumbria, Nouman Qureshi, Osterley, Paul Taylor, Derbyshire.


I PLAY
SIMULMONDO®
ITALIAN INTERACTION FOR THE WORLD
3-D Soccer
C64 (C/D) - AMIGA
ATARI - PC IBM (5/3)
AMIGA SCREENS

Richard Taylor snapped into action when we handed him this rather odd puzzle game.

THE POWER



Ooohh, another arcade puzzle! Two good ones this month!

This is supposed to have something to do with that awful "Snap" song. Where is the music, though? Instead of the title song it plays old MC Hammer's "You can't touch this". Very strange.

Before I saw this I thought it was going to be a classic case of cashing- in, using the song to sell the game. It really isn't though, so even if you really hated the song don't be put off. It really has nothing to do with it.

You take the part of a little ball called Max, whose aim in life is to zoom around collecting hearts to give to the love of his life, Mini.

He does this with your assistance, of course.

You must point your pointer at Max and hold fire down. Pulling the joystick in various directions will display a small arrow and releasing fire will hurl Max in that direction. Max can only stop now if something other than a heart blocks his path.

Also lying around are movable coloured blocks that are essential to some screens. Be careful when moving them because some of them destroy other coloured blocks.

Once you have collected all of the hearts you have to get to Mini to reach the next level.

It doesn't really sound all that much, but most of the screens are fiendishly difficult and require quite a lot of thought.

The presentation throughout is really quite superb, there are plenty of options on the title screen, including an "arcade" and "tactic" selection. The arcade has larger graphics, each character being four blocks

GEM-X



"Diamonds are forever" sang Shirley Bassey. Well they were until **Richard Taylor** started smashing them up in this puzzler.

This really is quite an original puzzle game that will frustrate, annoy and totally absorb you for a fair old while.

The idea behind it all is brilliantly simple. You have two screens divided vertically with gems set out in various patterns. The left screen is the one you influence with your joystick, and the right one is set up by the computer.

The idea is to replicate the 'computer' screen by changing the colour and position of your gems.

The gems come in five colours: red, green, blue, pink and gold. To change the colour, you point your "prodder" at the relevant gem and press fire. The gem and all surrounding ones, apart from diagonals, will cycle through the colours. Sadly though, when the gems reach gold and are changed again, they decide that they've had enough and off they go.

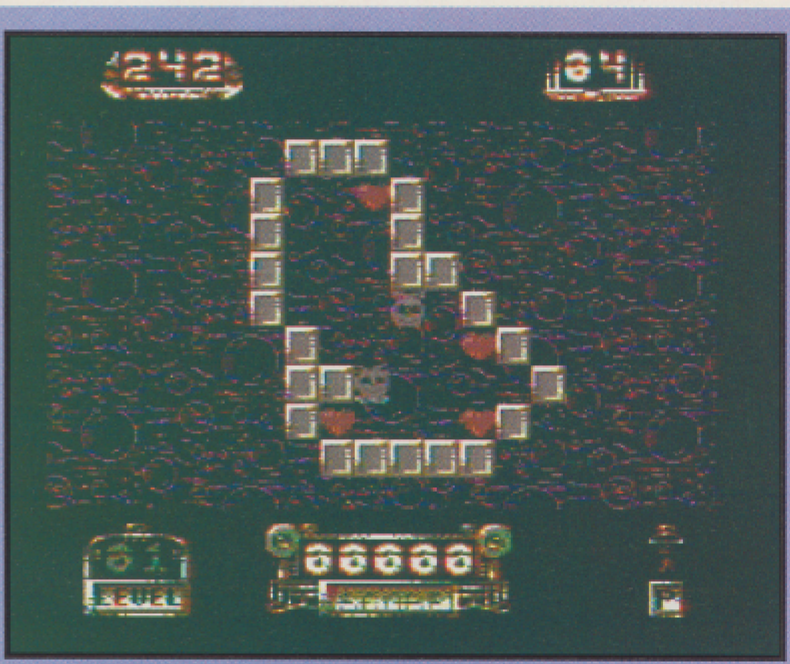
This results in all gems above that one falling down. This has to be done sometimes though!

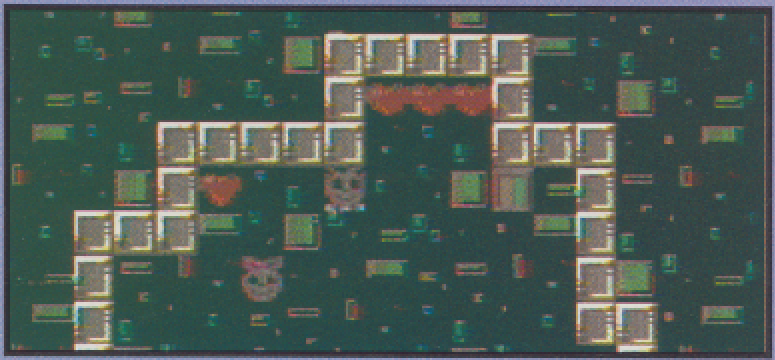
Once the computer screen is matched, that task is finished and off you go to the next one. There are 400 levels in total so it will take some time to complete the game!

The levels are split into six separate screens, and when a level is finished you are presented with a grid in Red L.E.D fashion. You can pick the next block to move onto, and work your way across the grid until the other side is reached.

I haven't yet been able to do this after a week of fairly heavy playing, so it may take some time!

After each level, you get a





CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Funky music and plenty of little jingles.	Some really good, and some a tad plain.	If you're into this type of game, you'll play a lot.	Yeah, it'll take a while!

NAME: The Power.
SUPPLIER: Digital Marketing Intl.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL **80%**

This game has the Power to keep you hooked.

whilst the tactic one gives you a bigger view with smaller graphics.

The graphics are really good and everything runs quite smoothly. The play area is set over a nice parallax (a pretty, moving background) which adds to the slickness overall.

The only bad thing is that it doesn't play the famous music! (Bad if you're into the music). I thought it was going to be the whole selling point of the game.

Another good feature is the password facility, making every one of the 50 screens accessible, when completed.

The Power turns out to be a very polished product with excellent presentation, original gameplay and frustratingly addictive puzzles.

picture of a wide-eyed young lady barely dressed, looking rather shocked! This seems to be some incentive to complete the grid, as each picture is, errr, more revealing than the last! What a great idea! Haha! (I don't think!)

The graphics are really nice and colourful, though some of the gems look like those glacier fruit sweets.

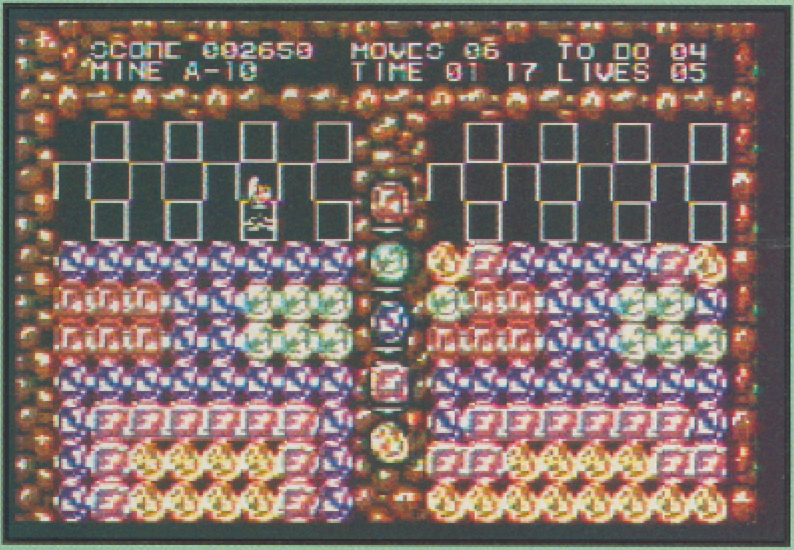
The sound is also really good with funky music and chunky jingles through out.

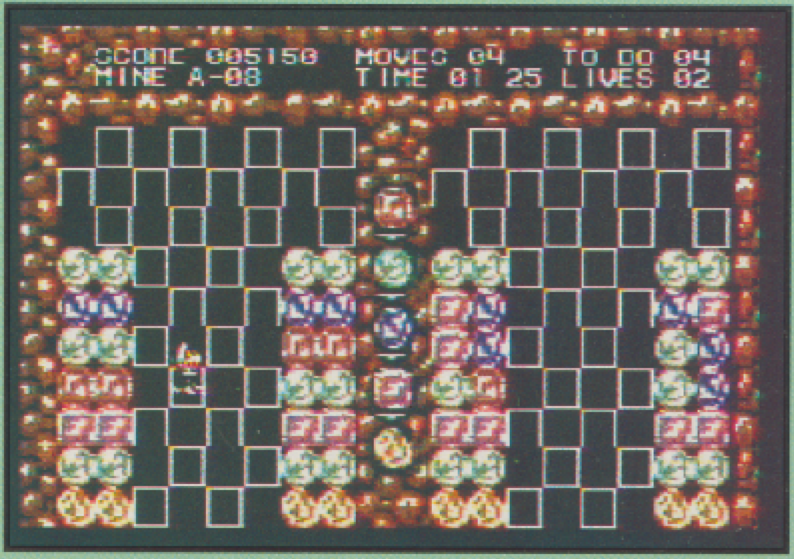
I Played the Amiga version of this game before the 64 one and I didn't think much of it, so I reckoned that this would be pretty bad.

Surprisingly, though, I really enjoyed it! I found it somehow easier to play.

It's a very well presented, incredibly challenging puzzle game that really will make you come back for more.

If you want to buy a puzzle this month and it's either this or The Power, then I'd recommend this one. Its idea is more original and I'm sure it has a slight edge on gameplay.





CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Great throughout, with boppy tunes and jingles.	Suit the game perfectly and are really colourful.	Brilliantly addictive play, very challenging!	You'll come back for more time after time.

NAME: Gem-X.
SUPPLIER: Digital Marketing Intl.
PRICE: £9.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL **90%**

Puzzle game fanatics will freak out over this one!

POWER UP

Like a squirrel with 2000 volts fed through it, Jason Miller has the power so he charged straight towards this compilation...

Another issue, another compilation. This time it's Ocean's turn with a crop of arcade conversions. Let's go!



CHASE H.Q.

The chase is on and the tarmac is giving off heat as your turbo-charged Porsche 928 scorches down the highway. The sound of screeching tyres echoes through the city as yet another crime is committed. You're special criminal investigators in LA with a mission to prevent crime, so after receiving your instructions from Nancy at HQ, you have to complete five missions, such as apprehending those fiendish cocaine pushers! All you have to do is ram - yes, ram! - your Porsche into the back of the offenders in question. And it's not easy at 215mph!

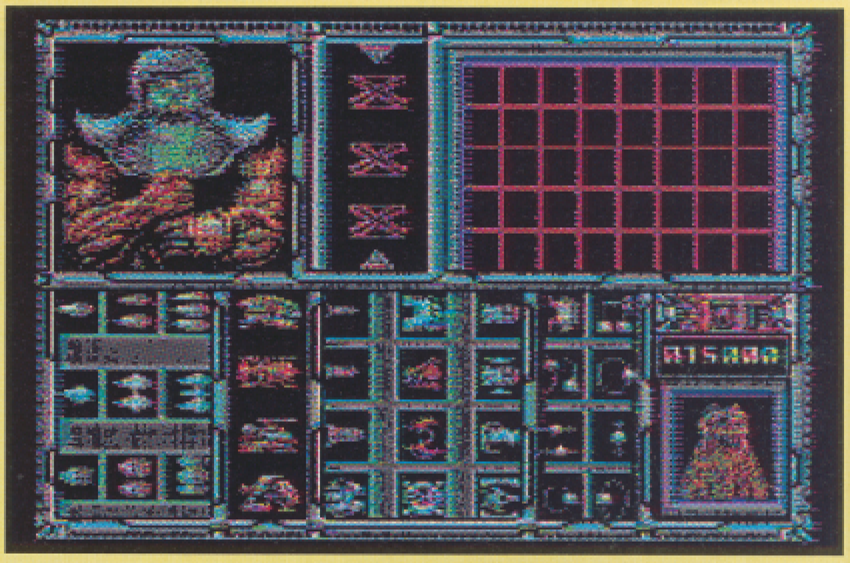
Do the words spiffy and zany ring a bell? Well, I hate to disappoint you, but of all the car simulations around, this is by far the worst I've seen. Sorry to say, but there are no words bad enough to describe the graphics and sonics of this game, and its speed is laughable - it's so slow! Ayrton Senna would not give this game a second look.

TURRICAN

Help! Its another one of those 'blast-em-up and become a hero' days. Why go to all this trouble? If you are into beat-'em-ups or blasting the living daylights out of things, just go straight down to your local pub (Er... I don't think so! Ed) No, don't actually, try Turrican instead, where people dare not set foot on the streets at night; Where grannies cannot go out and gossip with their friends. And all because of Morgul.

Turrican is the only bod who can destroy Morgul and his kingdom, the objective is - naturally - to guide your hero through five worlds where he will encounter many perils. You must blast everything that gets in your way with improvable and mega weaponry. Now go and zap the varmints!





ALTERED BEAST

A rather different beat-em-up action game, this one, as you have supernatural powers beyond belief. Zeus (some major Greek god-type) has picked you to save his daughter Athena (I thought she was a poster shop? Ed) from the clutches of the Nelf-slimeballs from the underworld. By collecting mystical spirit balls you become a strongman with a punch that Mike Tyson would be proud of. You can even become a Werewolf or Weretiger.



RAINBOW ISLAND

"Oh Geoffrey, Bungle, and George, what do we have here?!" "Put a sock in it Zippy and be quiet, or I will have to shut you up". Don't worry, Rainbow Island has nothing to do with an overgrown moth ball creature and everyone's fave TV programme, it is Bub and Bob from Bubble Bobble up against the hazards of the rainbow islands

There are myriad creatures who will impede your progress on every level up until that very moment when you face up to the "Guardian" (What, the newspaper? Ed). Master the art of the rainbow (what is this?A new martial art?) kill the enemies with it. No joke! they are serious.



✪ Red and yellow and pink and blue, orange and purple and green. This man can certainly sing a rainbow, that and fire and shoot things with 'em!



Rainbow Island is comprised of seven levels with nasties of many different types and sizes, from caterpillars to robots. It may sound stupid but, believe me, it is supremely addictive and very playable.

X-OUT

The Earth is starting to vanish from under our own noses!

The aliens are taking over! Doom is just around the corner unless someone or something comes up with a spontaneous idea to save the world. So, since the Earth is undergoing severe demolition by enemies and monsters, your task is to blast 'em and spread their guts around the place like nobody's business, with weaponry that George Bush would like to have!

CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Many of the little tunes are irritating.	Generally pretty good.	A good few things to keep you occupied.	But not much to keep you coming back.

NAME: Power Up.
SUPPLIER: Ocean.
PRICE: £15.99 tape, £19.99 Disk.
RELEASE DATE: Out now.

OVERALL 68%

A bit patchy but Altered Beast and Rainbow Island will have you enthralled.



THE BUDGIE COLUMN WITH JASON CHIN

THE SKORES

NO SKORE - This game is too abysmal for words.

✪ - It'd probably be worthwhile using the cassette to record an E.M.F. single on or something.

✪✪ - Not even worth a look. It's only appeal would be for amusement.

✪✪✪ - This is an average budgie game, and would probably fill a gap on a rainy Sunday afternoon.

✪✪✪✪ - This game is rather splendid really, but it lacks that certain something that determines a 'must buy'.

✪✪✪✪✪ - This is the best you're likely to get for your pocket money. Well worth raiding your piggy bank for.

MULTIMIX 2

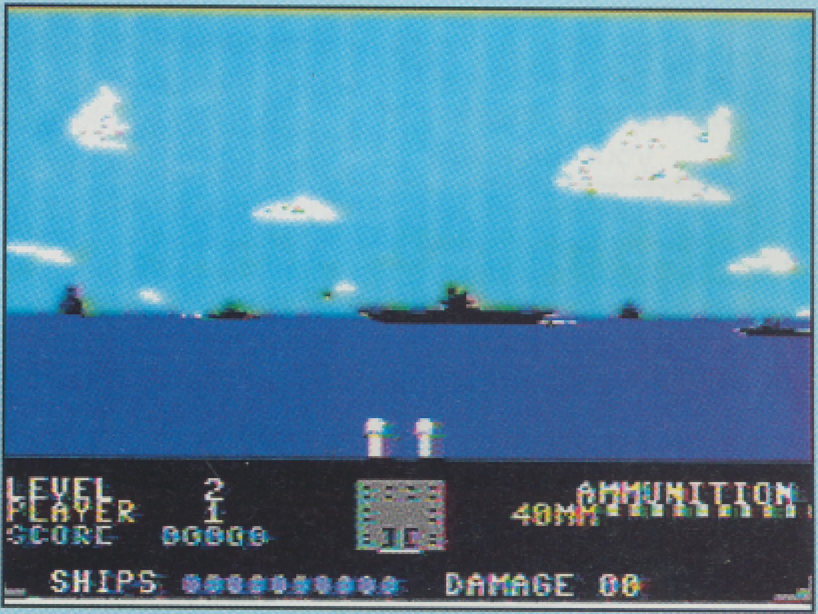
KIXX £4.99

Beach Head, Beach Head 2 and Raid are all essentially action games of remarkably similar format. First there's the stategic bit which in Beach Head involves deciding wheather to navigate ships through a minefield or face a sea battle straight away, in Raid involves deciding how many planes to launch on the chosen Russian City and in Beach Head 2 the strategist must choose between " Attack","Rescue","Escape" and "Battle". Then comes the meaty fighting, ass-kicking, gun-swinging, battle bits, on land, or sea. The strategic parts leave a lot to be desired, being more irritating than challenging (although the aeroplane launch in the semi-weightless conditions of Raid's scenario is more original than the minefield navigation in Beach Head 2)

The graphics are reasonable to good, perhaps the coolest feature is the little man in Raid who mutters through a distortion box "You can't kill me" (or some such thing).

Raid was the best of these three. It held the attention and was, on the whole, more gripping than fatiguing. The logic that 3 games of such a similar format will sell better than one is probably valid. For £4.99 it's OK, and it is definitely the case that if onegame appeals, the others will too.

SKORE ✪✪✪

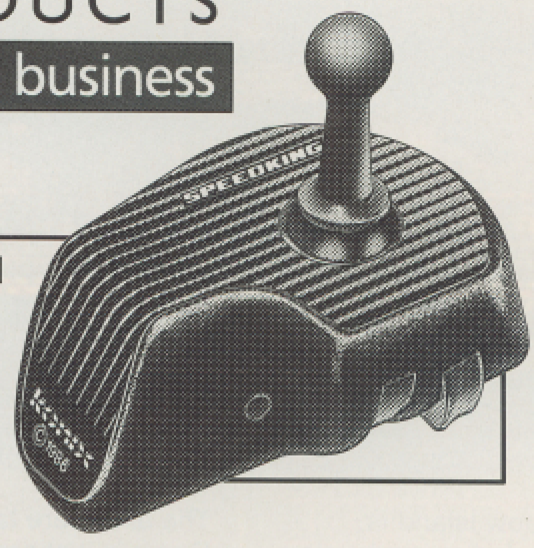


WORLD CLASS HOTSHOTS FROM

konix

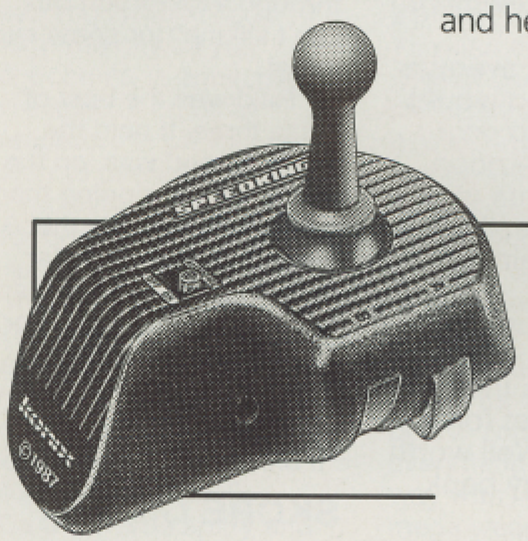
COMPUTER PRODUCTS

The fastest reactions in the business



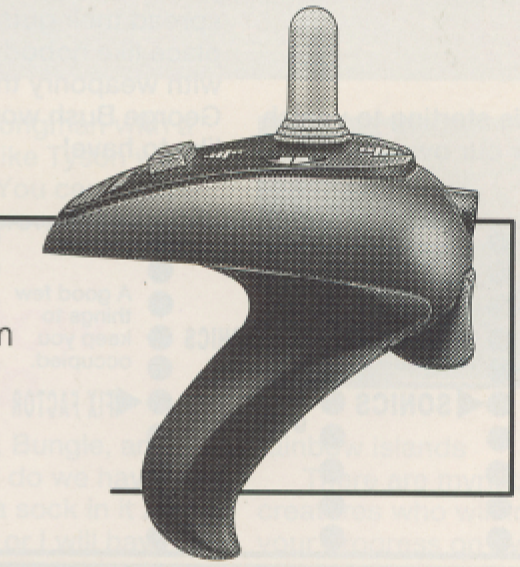
SPEEDKING
formidable firepower in the palm of your hand

Designed for super accurate, high speed action. The fire button is positioned right under your trigger finger and unique micro switches let you feel and hear every move of the stick.



SPEEDKING
with AUTOFIRE

SpeedKing performance plus easily accessible autofire switching for instant and even firepower.



NAVIGATOR
awesome accuracy at your fingertips

Ergonomically designed for perfect grip, the natural trigger finger action gives super fast response with minimum fatigue. Unique microswitch modules give you precision control that you can feel and hear.

UNBEATABLE RELIABILITY

SpeedKings and Navigator are fitted with unbreakable steel shafts and built to even higher specification than before. So you'll probably never need the 12 month guarantee that comes with them.

STAR CONTROL

This review went a little wrong last ish so Jeff Davy takes a further look.

The Ur-Quans are coming! The Ur-Quans are coming!

And they are, from the farthest reaches of space. The Ur-Quan Hierarchy to tell the truth. And they're mean. Very mean. More mean than something quite, quite mean, like Post Apocalypse when he can't find any of his large guns.

Either way, they're coming (Yes, yes, we know – Readers) and the Earth has breen dragged into an interstellar war it didn't even know about, let alone start.

Epic races prepare to clash. On the Ur-Quan side there are the jelly-like Umgah, the vengeful Androsynths, the evil and fanatical Ilwrath and the "That's my planet, well, it is now!"-merchants, the Ur-Quans themselves.

Ranged against them, their mighty battlecruisers poised on the edge of space, are us Earthlings (Hurrah!), the Mycons - who creepily regenerate and reproduce after each battle - tree creatures the Yehat, and the Chenjesu, the folks that alerted Earth to the Ur-Quans (who are, of course, coming).

You're gripped now, aren't you, with the vision of an imminent and messy space-battle, punctuated by high explosive sounds FX and engrossing arcade action. And actually you'd, er, be a bit wrong.

It's a strategy game - no, come back, you'll like it, and I've barely finished the prologue (Missus). You do get to shoot things, honest.

OK.

So the screen goes to a mass of stars, with your starbase at the bottom right (in a rather tiny icon form). It is from your starbase that you build ships (of increasing value) and send them out into the the dark void.

The ships can then leap from star to star (you're limited to moving only about three things a turn), fortifying them, mining them, mining them, colonising them and the like.

The eventual aim is the to arrive at the Ur-Quan starbase having stomped on everything in your path without mercy.

The 'everything in your path' part can be quite difficult, though. The Ur-Quan starbase launches ships as equally fiendish as yours and if you happen to meet and fight (over a star, normally), the game turns to arcade mode (hurrah!) and the two ships are posed against each other in an Asteroids-style spacebattle.

Each ship has a different way of handling and firing and this can all be tested out in 'Melee' mode even before the strategy battle proper starts.

You can range any one of your side's ships against the opposition and see how you fare. During the game, this battle part breaks the monotony of endless strategy.

Now, strange as this may seem, I was rather taken by this game. My hand was fused to the joystick for simply ages because the game was fun, easy to play and had a rather corking ship-shooting part in it.

I wouldn't say that it was worth shelling out mucho cash for, though, unless you're a Paul Rigby-style strategy gamer who used to move metal figures around a board, roll dice and call it a revolutionary and exciting game concept.

NAME: Star Control. **SUPPLIER:** Accolade. **PRICE:** £9.99 Tape, £14.99 Disk **RELEASE DATE:** Out now.	OVERALL **70%**



THE BUDGIE COLUMN

WITH RICHARD TAYLOR

LICENCE TO KILL

THE HIT SQUAD
£2.99

During an electrical storm one night, young Jim Bond's plums were struck by lightning. Since then, adventure has never been far away, etc.

In this daring adventure you, as 007, have to find and destroy the evil drug smuggler Sanchez somewhere in Miami bay.

For the first part you fly in a helicopter, chasing Mr Sanchez in his rather fast and expensive car through Cray Key. This is set out in Xevious style, with a top view of the action. You can speed the helicopter up at the expense of flying lower, quite dangerous really, given that there are plenty of tall buildings knocking around. There are plenty of gun emplacements to take out along the way, too!

In the second part you land and jump out of your chopper in an attempt to run after Mr Sanchez and tell him what a bad boy he's been. This is a sort-of 'commando'-type section with loads of his lackies running around trying to shoot you.

The third part finds Bond trying to snare Sanchez's plane, dangling on a rope from the helicopter.

If this is completed then scene two begins, containing another three separate parts.

If you manage to get through this, destroying the drug factory in the process, then Sanchez somehow escapes again and must be chased in his reaches the border.

In all, a fairly large and and entertaining game containing quite a few different sequences, all of which are quite playable and reasonably tough.

The graphics are good throughout with some very nice ones in places whilst the sound fits nicely and adds to what is really a good-value-for-money game.

SKORE: ✪✪✪✪

S.D.I

THE HIT SQUAD
£2.99

SDI; Sticky doughnut icing? Sunny day innit? No, SDI stands for Strategic Defence Initiative, and that's exactly what you have to do in this coin-op conversion.

Once again planet Earth is under attack but this time from itself. Nuclear missiles have been launched and it is your job to blow them out of the sky.

In the first part you have to float around space, aiming your laser sight at these objects of terror and blasting them away. Bonus points and weapons can be gained by hitting satellites and picking up pods released from them.

In the second part, you must defend the Earth as missiles rain down from the sky.

In between levels, you dock with a shuttle and your stats for that level are displayed.

Quite a good game, really. A harmless blast-'em-up with a fun two-player option into the bargain. The graphics are quite nice and the sound blends nicely.

Well worth a look if this game-type is your thing.

SKORE: ✪✪✪1/2

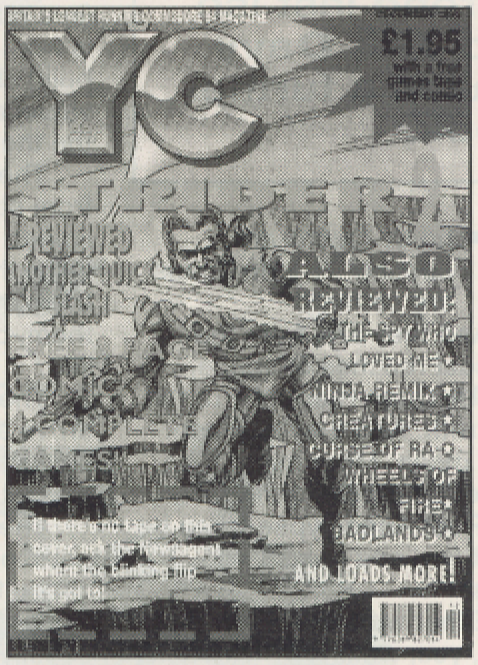
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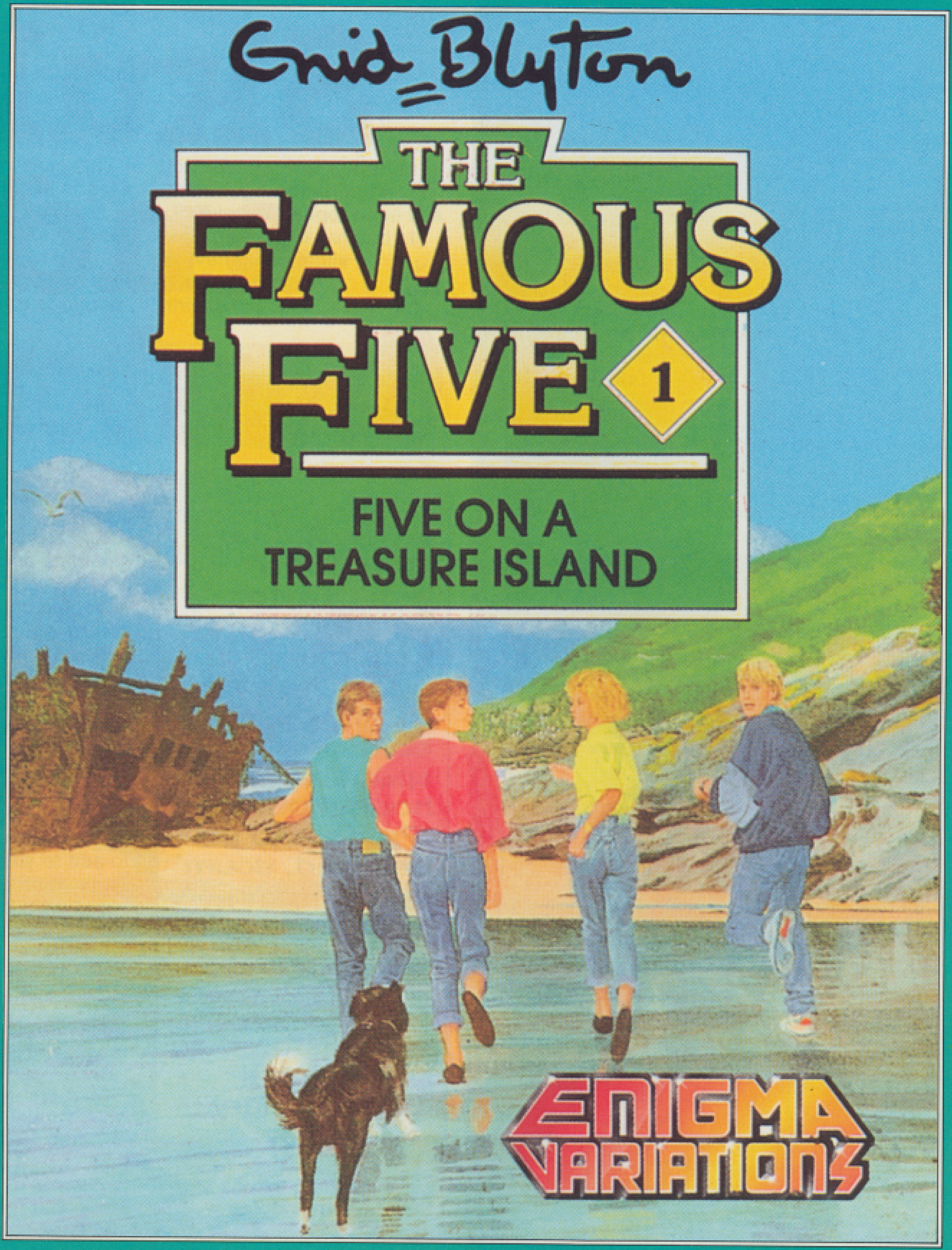
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THE BUDGIE COLUMN

WITH JASON CHIN

taste of the drink as they do on people to convince you it`s good. I might buy it.

Which is all very irrelevant until you consider Gary Lineker's Hot Shot, an aerial-view footy game which leaves a fair amount to be desired. The sprite players look like spiders, and its difficult to tell the teams apart. There are some redeening features, the sliding tackles are cool, and a degree of realisim is added by throw-ins, corners, power-related kicks, even fouls.

There is no doubt a market for such a game,



GARY LINEKER HOT SHOT

KIXX £2.99

It seems to me that the more famous the person that endores something the worse it is, Jerry Hall and a certain stock drink are a case in point (Jerry Hall looks great, but Bovril tastes, well, like it always did). Indeed if Bovril spent as much improving the

fuelled by England's last World cup, and with the name of Gary Lineker, shops have probably shifted cratefuls, but then over the years they've shifted anything and everything, even slimy green sewer dwelling mutated turtles obsessed with pizza. If you want a classy footy game definitely look elsewhere!.

SKORE ✪✪



REVIEW

Skull and Crossbones

When Richard "I'm not a fish" Taylor decided to become a pirate, he went down to the boating lake, spent half an hour shouting 'Prepare to be boarded, scum' and jumping into other people's paddle-boats before order was restored by the local Constabulary.

Yo-ho-ho, a large swig of rum and a brave attempt at playing this game. I remember playing this when it hit the arcades last year and thinking "Lordy, what a super game. I do hope somebody tries to put a really decent version together for the 64!"

Somebody tried and, well, somebody failed. I knew that unless a lot of time and effort was put into this then it would not really work as a straight arcade "no extra design" conversion.

Anyway, in this little adventure across the high seas and over treasure islands you take control of Cap'n One-Eye, a notorious blood-thirsty pirate whose aim in life is to become very rich (whose isn't?), or his shipmate and partner in blood, Red Dog. These two chopping chums can be controlled by two players, although only one at a time, unfortunately.

You must stumble around slicing up any pirate, or anyone else, who dares to show their spritely form on the screen. When you have killed somebody they drop coins that can be collected to add to your wealth.

In some places there are crosses on the ground under which you can find buried treasure.

Also dotted around are red 'squashed toad' shapes that hurl you over previously unpassable areas.

At certain points, a slightly harder than normal enemy must be slain to pass onto the next level. A word of warning: All enemies must be wiped out to reach the next stage and there is no turning back if you miss one. This is a very bad design feature. It can result in you having to start the whole game again!

The levels are quite varied, ranging from ships and Spanish castles to Ninja villages! I suppose a game of this nature just wouldn't be the same without some Ninja or Karate expert making an appearance at some point. Despite the variety, they don't hold any 'Spanish Castle Magic' for me (Er... What? Ed). They are, on the whole, quite badly designed.

The graphics throughout are pretty bad, although the main sprite looks quite nice but when it moves it really

does look like Ol' One-Eye has been hitting the rum quite heavily. The same goes for the other sprites - the animation is really awful!

The control over your character is very sluggish and you will find fast attacks quite out of the question. Furthermore, it is hard to tell whether your sword is actually making contact with the 'persons to be chopped'.

On the whole, a pretty sad conversion of a really good fun arcade game. Surely a better one could have been produced. It appears to have been a rush job without much effort in the design department.

Even at budget price this wouldn't stand out and at eleven quid I really can't recommend this to anyone.



Agghhh harghhh me hearties! Where's me parrot gone? If it's got any sense it won't be in this game, anyway, not even for some pieces of eight!



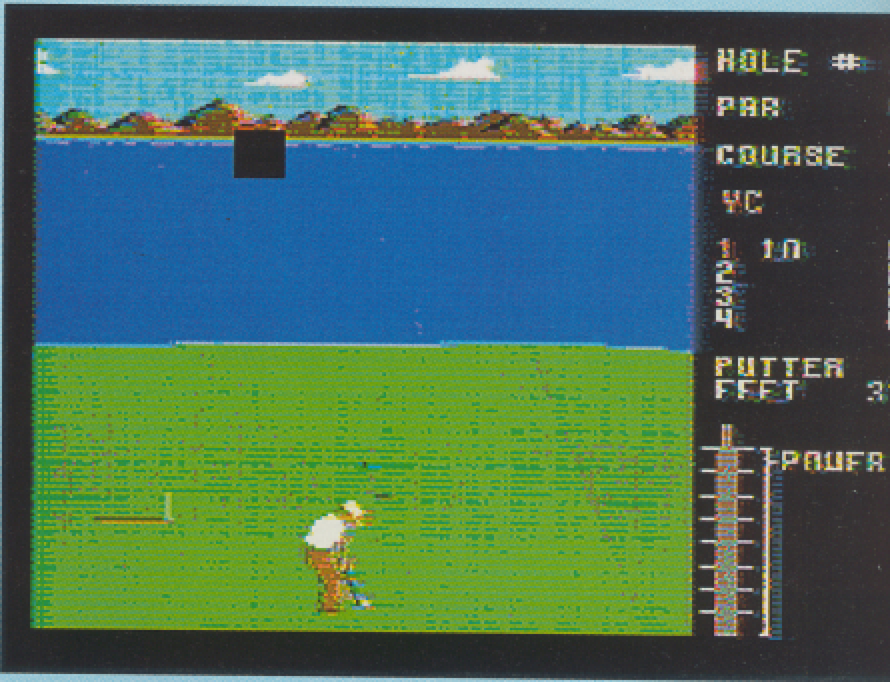
CREDIT CARD

SONICS	GRAPHICS	FIX FACTOR	HALF LIFE
Nice(ish) title tune but generally pretty terrible.	One or two nice spirtes in places and a couple of OK backgrounds but the animation is dismal.	Too slow and frustrating.	You won't find yourself playing this for very long.

NAME: Skull & Crossbones.
SUPPLIER: Domark.
PRICE: £10.99 tape, £14.99 Disk.
RELEASE DATE: Out now.

OVERALL 40%

Poor throughout, it could have been much better. On the whole, rubbish.

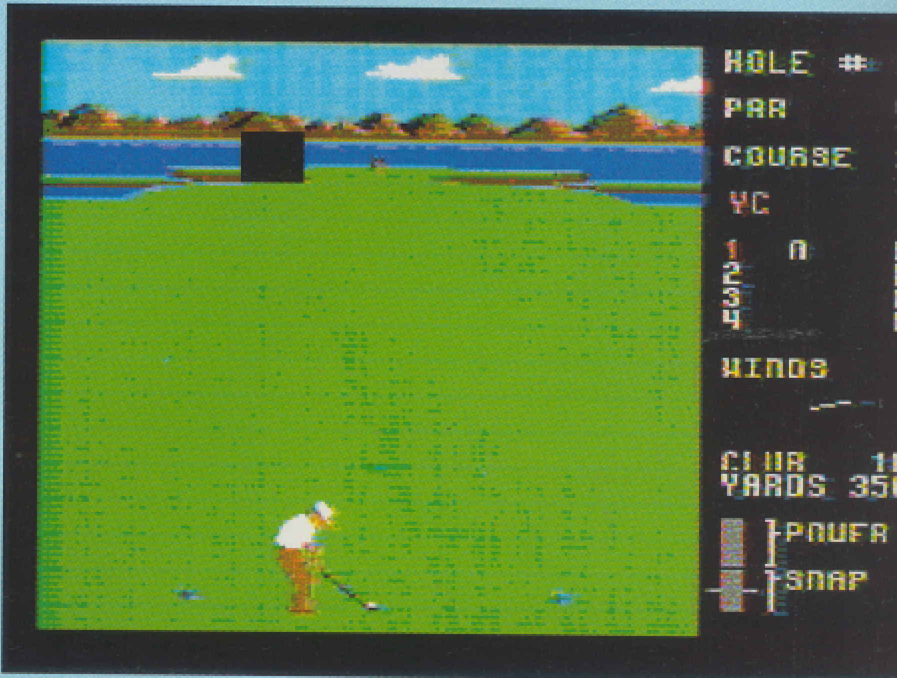


MULTIMIX 1

KIXX £4.99

Golf has never particularly inspired me. I once had a job as a caddy, I've occasionally seen highlights on Grandstand through half closed eyes after Sunday lunch, but I never had the energy or the money to play it.

simplistic, yet it maintains the essence of golf. The power reaching a peak then decaying comparable to the club swinging towards and then away from the ball. The golf package undersells itself by claiming to be 3 games, it is a comprehensive golf simulation with a fair variety of holes, and obstacles such as bunkers trees and water.



Why is it, then, that the 3 game pack of Leader Board, Leader Board Tournament, and World Class Leader Board hold me so tranced? Is it the clear, uncluttered graphics and layout? Is it the skill involved in combatting the factors of wind, snap and the slope of the green? Or is it simply the thought of playing golf using only the energy needed to move the joystick? Whatever the reason, this is sport simulation at its best.

The whole screen is functional, and the operation

There are two player games, or you can play against par. This time (in contrast to Beach Head, Beach Head 2 and Raid) the Multimixx from Kixx really works.

SKORE ✪✪✪✪





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MW 1991

No-one just plays computer games, do they? You all pop out to the cimema occasionally, take out a vid, play a record, buy a comic, don't you? Now YC presents a new section - "Big Thrills" - to guide you through all the latest buys...

MUSIC

EMF - Schubert Dip

YC's tip for the top last September was this group of lads from the Forest of Dean. Now they've got three hit singles behind them and a new LP. 'Schubert Dip' is an album-length slice of their manic Forest dance/rock/pop, packed with the singles you know already and the sort of excellent stuff you'll only have heard if you've seen one of their manic live shows (strobe lights, keyboard-smashing and much hard groovin' guaranteed). This is certainly one of the top pop albums of 1991.



Jeff Davy

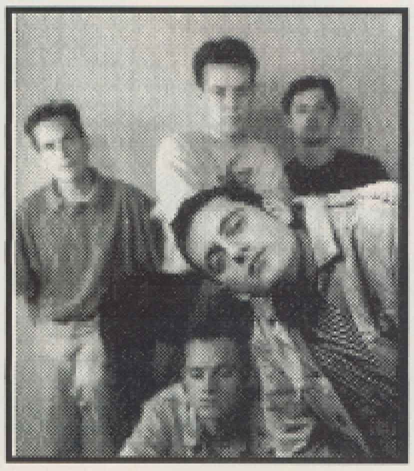
✪✪✪✪1/2

CANDY SKINS - You are Here

Oxford has spawned some real talent over the last few years, what with Ride and the like. Now it's the turn of the Candy Skins to take the limelight. They've got plenty of no-nonsense guitary songs, like The Stone Roses or even 60's bands such as The Monkees. They've signed some Large Cash deal with Geffen records in America so expect to hear a lot more of them soon. In the meantime, if you're a laid-back sort, check this out.

Jeff Davy

✪✪✪✪



VIDEO

VAMPIRE'S KISS

20 20 Vision
(Certificate '18')
Stars: Nicolas Cage, Jennifer Beals, Maria Conchita Alonso

This is not, in any way, at all, a horror movie! It may sound like one. It may even sound like one of those black and white masterpieces you see on a Friday night on BBC2 with Peter Cushing and Vincent Price, but it has nothing to do with a) sinister looking fellows in black sheets, and b) snogging round the back of the bike sheds.

It is, in fact, a trip into the mind of city gent Peter Loew (superbly played by Cage), and a look into obsession, namely his with a girl who he thinks is a vampire. She (Jennifer Beals) is picked up by him one night in a bar and during the naughty bits (this isn't really a family movie) she bites his neck, drawing blood and sending him - and us viewers - into a one way trip in which we are never sure whether she really is just a kinky New Yorker, or a bride of Dracula.



After a time he gradually faces the fact that he has turned into one of the undead, and starts to act as so, and although his character has never been a particularly nice one (the way he treats his secretary (Maria Conchita Alonso) is tragic), as an audience we feel more and more sorry for the man, mainly thanks to Cage's completely compelling and compassionate performance.

Vampire's Kiss should be billed in the same way as Cronenberg's Dead Ringers, and is a black comedy that revolves around the slow and painful dissolving of one man's sanity. It is an abuse of all of your senses, and if you really don't mind your own small quirks being exposed it's well worth every penny of your rental fee.

Rik Henderson

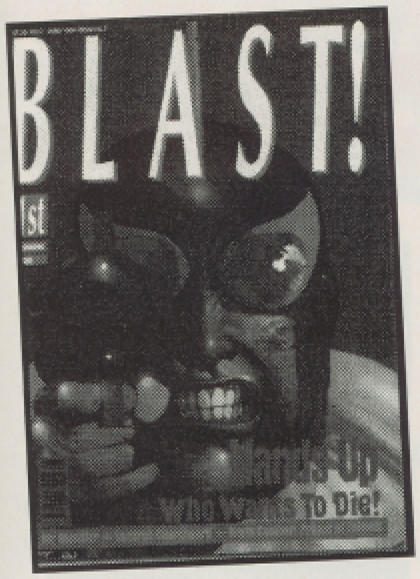
✪✪✪✪1/2

MADHOUSE

20 20 Vision
(Certificate '15')
Stars: John Larroquette, Kirstie Alley

If you're a fan of Chevy Chase National Lampoon Vacation films, and you're currently in the middle of a pining sesh where you can't

COMICS



BLAST #1
John Brown

You remember Deadline don't you? Tank Girl? You know, that incredibly trendy comic that all the fashion victims of this world (and those that appreciate good comics) have on standing order from their newsies!

Well, so incredible is its power that another 'Mature(ish) Reader' monthly comic hits the shelves of the paper shops up and down the country, and the question that hangs in the air is: is it as pretentious as the rest of the feeble efforts?

Its answer, when confronted by this, would most likely be "Moi?", its roots lie in comic fandom, but its head is surely in the clouds. None-the-less, a couple of the strips are worth reading (probably), Mr. Monster being the most memorable, and its life will really depend on how many big name comic figures it can use and abuse.

Rik Henderson

✪✪✪



wait for the next John Hughes instalment to creep into the video shop, here's Madhouse - it may not have Chevy Chase in it, but it's swims in the same brand of chaotic American humour like a shark waiting for fresh meat.

Jessie Bannister (Kirstie Alley) and her husband Mark (John Larroquette) have just moved into a new house in LA, and after a brief honeymoon period of being exquisitely happy, news that Mark's cousin and his wife are coming to stay for a week isn't quite as daunting as it turns out to be.

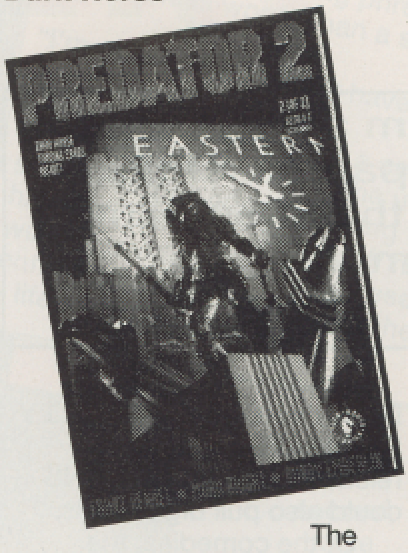
As you may guess things go disasterously wrong for the couple, as more and more houseguests arrive to take over the house, turn it into a hole for society's drop-outs, and completely ruin the Bannisters' life.

It's all very light hearted humour, typically American, infuriating in places, but a good bet for a chuckle or two on a rainy night.

Rik Henderson

✪✪✪

PREDATOR 2 #2
Dark Horse



The second instalment of the film adaptation finally hits us, just as the film zooms by at a speed known only to people who fall off cliffs, and, as with most movie comics, its appeal lies primarily in the quality of the cinematic effort. Fortunately, The Predator 2 was a racey action number that had a large "ooh!" factor, and if it wasn't for the incredibly poo-er artwork the whole comic would've been a surefire winner.

Rik Henderson

✪✪✪✪

EXPRESSO
Fleetway

Another in a long line of Fleetway one-off comic anthologies presents us with some quality European comic strips. This is all, I presume, an attempt to educate the masses into finally accepting the comic medium as a form of literature, and



unfortunately it falls rather short - at the first hurdle in fact.

The problem exists in that, although the content may be seen as ground breaking and superbly crafted in foreign lands, it really is a pile of cack in this country. The reason for this is that although the strips are written and drawn by a few excellent names, none of the material supplied is of the quality for which they are renowned and, as we know, bad strip + boring strip = complete cack.

Rik Henderson

✪



INDIANA JONES AND THE FATE OF ATLANTIS #2
Dark Horse

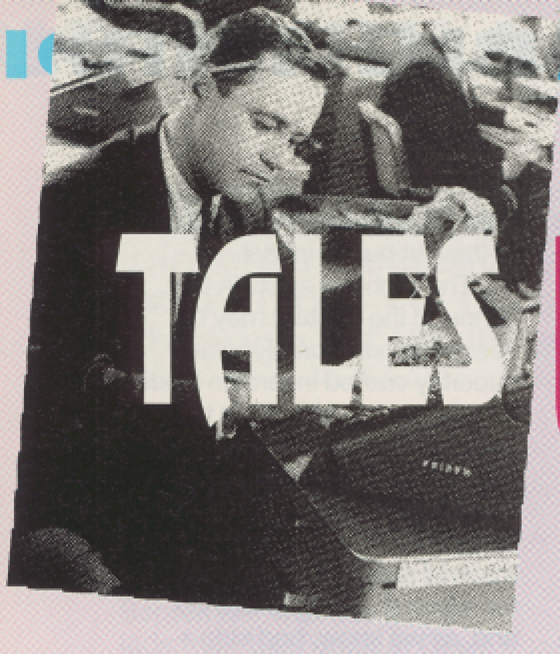
Here it is, the comic inspired by the forthcoming Lucasfilm computer game, and it's a real stonker, I don't mind telling you.

Firstly, it was going to be the plotline for a new Indy film, but Harrison Ford said "Knackers to that, I'm off!" and he was! Then, a computer-related fellow came along, read the plot and said "Coo... What a jolly good idea for a computer game!" and went off to write a computer game. Now a comic company (Dark Horse - Aliens, Predator, Terminator) has said "What a truly great idea for a comic!", and it is.

The plot has Indy trekking all over the world, in typical Indiana Jones style, and seeking artifacts that the Nazis are also after with magical properties. Added to this is the fact that the strange items originate from Atlantis and we've got ourselves a classically written Spielberg style story that would've suited Mr. Ford down to the ground.

Rik Henderson

✪✪✪✪✪



TALES FROM THE SCRIPT II: THE REVENGE

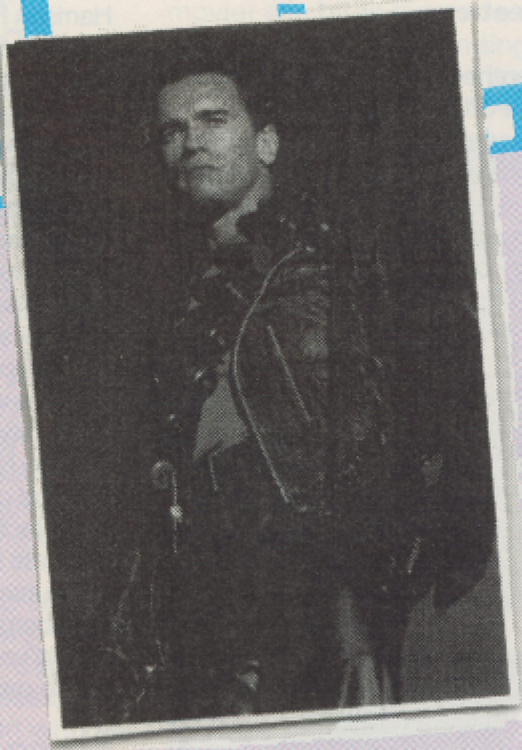
Taking time off from a whirling life of wild film-world parties, Dave Hughes provides the latest film gossip. Lights, cameras, ACTION!!

FAIRY TALES

SUMMERY EXECUTION

"Summertime, summertime, oooh summertime..." Hmm. I seem to be suffering from a touch of (a) spring fever (b) sunstroke or (c) some unspecified mental disorder. Okay, so I'm faking the summertime bit (I'm writing this in sub-zero May) but by the time you read this, Hollyweird will be almost a month into its summer season – terribly important, since it accounts for a stonking 40% of its annual box orifice take.

After last summer, execs are, unsurprisingly, even more panicky than usual, and who can blame them – which looks better on paper, DAYS OF THUNDER or GHOST?



Of the summer blockbusters (TOTAL RECALL and DIE HARD 2 were hugely successful last year), ROBIN HOOD: PRINCE OF THIEVES and T2: JUDGEMENT DAY (at $125m, the most expensive movie ever made) look the most promising, but Disney's ROCKETEER, BILLY BATHGATE and the re-released 101 DALMATIONS could also pull big crowds.

Of the comedies, the Airplane! gang's incredibly funny THE NAKED GUN II 1/2: THE SMELL OF FEAR, the same crew's TOP GUN spoof HOT SHOTS! and BILL AND TED GO TO HELL could all be 'sleepers' (Hollywood jargon for surprise successes), while John Hughes' ONLY THE LONELY would be an unwise write-off – his HOME ALONE is now the fourth most successful movie of all time.

For all that, though, my money's on T2 and the comedies – remember that.

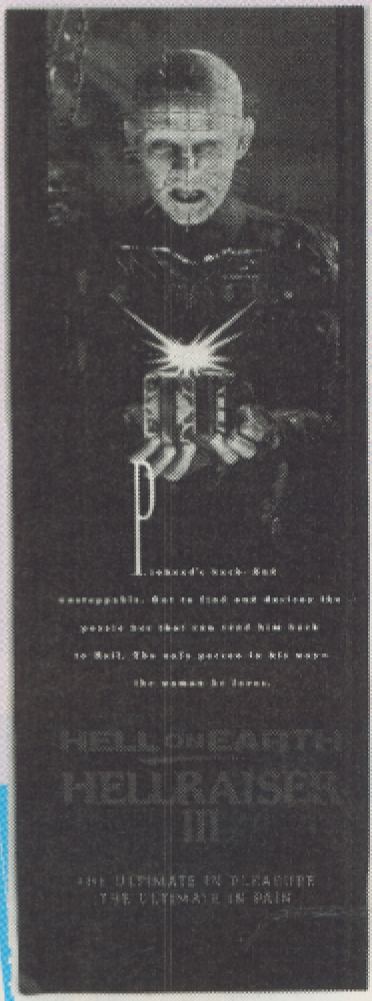
STONED IN SPACE: FROM DALLAS TO HOUSTON!

Since THE DOORS director Oliver Stone's announcement (Tales, June) that he would be making JFK, a movie reconstructing the 1963 assassination of President John F Kennedy, everybody has been recklessly announcing film projects related to that fateful November day in Dallas. A&M Films are to produce LIBRA, based on Don DeLillo's novel about assassin Lee Harvey Oswald, while Propaganda Films (who made David Lynch's WILD AT HEART) are busy casting RUBY, which concerns Oswald's assassin.

My own script, on the other hand, is called simply DALLAS, which ends up with everybody waking up to find it was all a bad dream.

Stone is remaining tight-lipped about rumours that he will follow JFK with a film version of ex-DOORS manager and rock journalist Danny Sugerman's autobiography, WONDERLAND AVENUE, with Christian Slater as Sugerman (pronounced 'Sooogerman') and (with any luck, but doubtful) Val Kilmer once again playing the Lizard King (Jim Morrison, dickwad!).

Stone's lips remain tighter still over Tales' own revelations that he is planning an Apollo moon-landing movie, SPACE, for release in 1994, the 25th anniversary of the only other event in Sixties' America that Stone has not yet committed to film (after Vietnam, Kennedy and the Doors)... Woodstock, anyone?



IF IT MOVES, REMAKE IT II

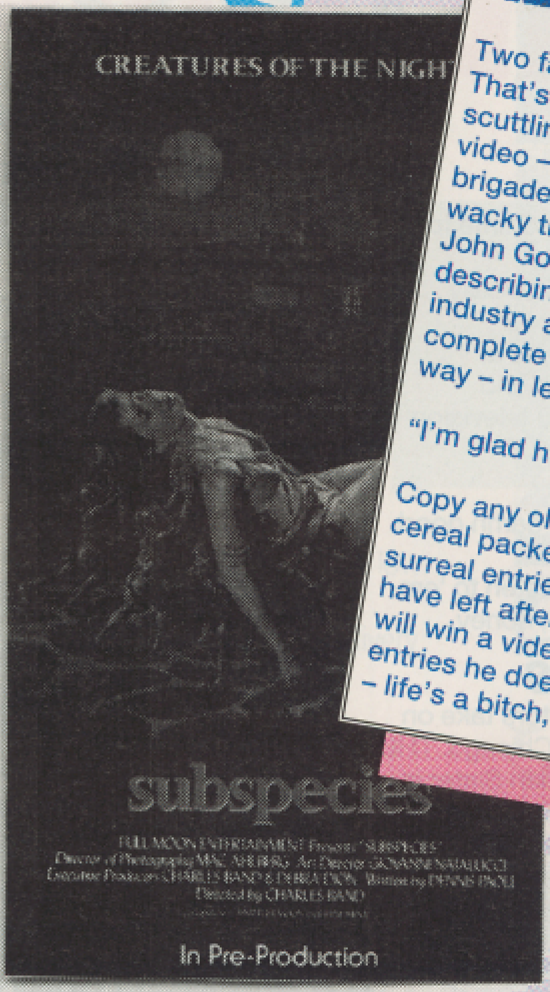
You may remember (if you can be bothered) that last month I rambled on about all the proposed Hollywood remakes of successful foreign pictures; well, this month there's news of remakes of a different kind.

Remember that '80s spate of effects-heavy updates of '50s science fiction classics – THE FLY, THE BLOB, INVADERS FROM MARS, THE THING etc.? Well, the good news is that it's about to happen again, and with John Carpenter (who remade THE THING so effectively). Right now he's busy directing Chevy Chase, Daryl ROXANNE Hannah and Sam DEAD CALM Neill in MEMOIRS OF AN INVISIBLE MAN which, I'm told, will be using state-of-the-

art invisibility techniques rather than the traditional 'suspend-the-gun-from-the-ceiling-and-then-move-it-about' routine. Soon afterwards, Carpenter (who also directed the original HALLOWEEN and the often-hilarious THEY LIVE!) will embark on an update of CREATURE FROM THE BLACK LAGOON – a project originally intended for John AN AMERICAN WEREWOLF IN LONDON Landis, whose gangster comedy OSCAR should open in the U.K. any day now.

The third (and most exciting) update is Clive HELLRAISER Barker's THE MUMMY which is one half of the two-picture deal which led to his recent (but regrettable) relocation to Los Angeles.

Clive, incidentally, has no part to play in the making of HELLRAISER III, which screenwriter Pete Atkins tells me is due to begin filming at the end of July. Invisible men, mummies, creatures from black lagoons... can't wait for the giant ants!



ABSOLUTELY NO COMPETITION

Two fangs, eight legs, and attitude – and ten videos! That's right, this month's compo luckbags will all be scuttling away with a copy of the ARACHNAPHOBIA video – a film for anyone who ever had to call in the fire brigade to get a money spider out of their bath! It's a wacky thriller starring Jeff Daniels, Julian Sands and John Goodman, not a "thrill-omedy" – anyone heard describing it as such will never work in the advertising industry again... To win one of these choice tapes, simply complete the following phrase – in an allegedly amusing way – in less words than a spider has legs:

"I'm glad humans don't have eight legs because..."

Copy any old rubbish off a cereal packet (the cereal packet, that is) to the usual address. The most surreal entries corresponding to the number of videos we have left after the office staff have each nicked a copy will win a video. The editor reserves the right to chuck entries he doesn't much like the look of straight in the bin – life's a bitch, ain't it?

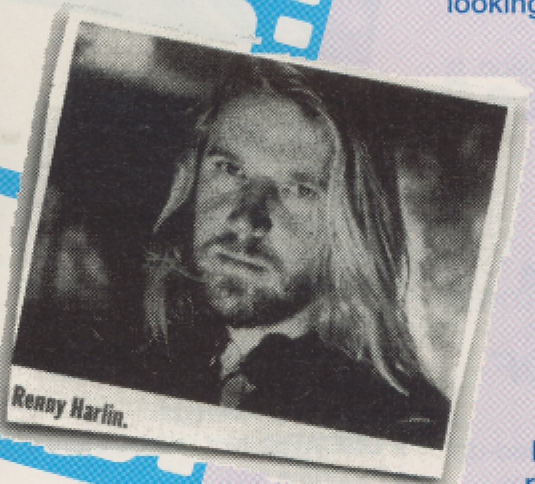
CHILDREN OF JUNE

Talking of updates, here's the latest posish on some of the new stuff I mentioned in June's Tales...

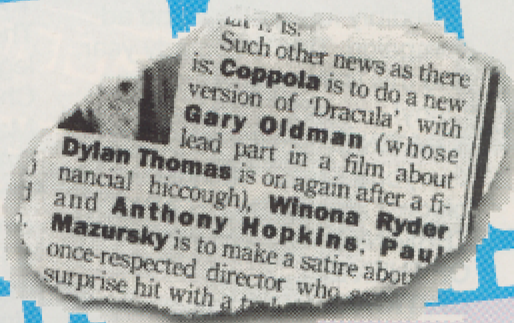
Annette THE GRIFTERS Bening has been confirmed as BATMAN II's Catwoman (see cutting) – the first YC exclusive since Tales joined the magazine from Speakeasy... Time Out picked up June's Tales exclusive on Francis Ford Coppola's forthcoming Dracula movie (see cutting!) and ran it a week later...

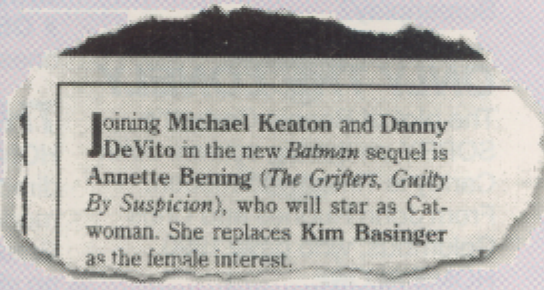
Director Renny DIE HARD 2 Harlin has been signed to make THE SAINT – Tales' prediction that Patrick ROBIN HOOD Bergin will play the title role have still yet to be confirmed...

HOUSE PARTY 2, HELL COMES TO FROGTOWN II and 976-EVIL II have joined the summer sequels list...



Renny Harlin.


...at is. Such other news as there is: **Coppola** is to do a new version of 'Dracula', with **Gary Oldman** (whose lead part in a film about **Dylan Thomas** is on again after a financial hiccough), **Winona Ryder** and **Anthony Hopkins**; **Paul Mazursky** is to make a satire abo... once-respected director who... surprise hit with a...


Joining Michael Keaton and Danny DeVito in the new *Batman* sequel is Annette Bening (*The Grifters, Guilty By Suspicion*), who will star as Catwoman. She replaces **Kim Basinger** as the female interest.

IN BRIEFS

Arnold T2 Sportslocker is developing JUNG AND FREUD, an irreverent approach to the work of the feuding psychiatrists, tipped to star Arnie and Dustin Hoffman...

Rene Manzor is looking for Kim Jazzsinger's replacement for the long-rumoured 9 1/2 WEEKS sequel SIX DAYS IN FEBRUARY, starring Mickey Rourke – four million women have confirmed their availability...

Bruce Willis' alchemical comedy HUDSON HAWK recently became the second movie to hit the $100m budget mark, and this before sacked female interest Maruschka Detmers' heavy lawsuit against producer Joel Silver...

U.K. theatrical admissions reached a 10-year high in the first quarter of 1991...

Watch out for Full Moon Entertainment's wacky SUBSPECIES on video...

My money's on THE SILENCE OF THE LAMBS to become the most successful adult movie of all time...

Watch for a post-DOORS 'biopic' of tragic T.Rex singer Marc Bolan...

OPENINGS

Another new Tales feature – the pick of U.K. openings (based on London dates) supplied free with an appropriate, copyright-free quote custom-made for posters, standees and video sleeves!

JUNE 28: NAVY SEALS ("Should sink fast"); THE NAKED GUN II 1/2: THE SMELL OF FEAR ("Get naked!").

JULY 12: THELMA AND LOUISE ("Wilder than WILD AT HEART!"); KILL ME AGAIN ("Oh no, not Kilmer again!").

JULY 19: ALICE ("Woody Allen's miss").

JULY 26: AFTER DARK, MY SWEET ("No thanks, honey").

NEXT ISSUE

[Yawn] Pretty much the same kind of harmless chat about films, really. Kind of like FILM '91 without the wrinkles and the boring sweaters. Might see you then, I suppose. If you've nothing else on, that is. Well, that's all. Bye, then...

SHOOT THE TUBE

Hey, dudes! Surf's up, it's summer in the city and time to take a look at the top movies Hollywood will be couriering your way in the silly season. Alphabetically listed, they include a one or two line comment from your regular Tales From The Scriptwriter, Dave Hughes, plus a handy pocket guide to financial and critical potentials and Oscar chances. So why don't you just switch off your television set and go out and do something less boring instead...?

BILL & TED GO TO HELL

Those most excellent dudes are back to tackle more serious historical issues. This time, life and death!
$ RATING: Good script and cult status – 4/10 ($25m?)
CRITICAL: Who cares, dude?
OSCARS: No way, man!

CITY SLICKERS

Billy Crystal in a modern western er... comedy.
$ RATING: America says yes. Dave Hughes says no.
CRITICAL: Okay.
OSCARS: Yeah, sure.

DYING YOUNG

Nurse Julia Roberts falls in love with terminally ill patient. FLATLINERS director. Downer ending dropped to please audiences.
$ RATING: Last year's #1 and #2 movies had death (GHOST) and Julia Roberts (PRETTY WOMAN). This movie has both. Watch it hit $100m in no time. The year's #1?
CRITICAL: On a scale of Mini to Maserati, Granada Scorpio.
OSCARS: The dead guy.

HUDSON HAWK

Bruce Willis in $100m blockbuster Joel Silver musical (!) from HEATHERS director.
$ RATING: This year's DAYS OF THUNDER i.e. big disappointment. Joel Silver ruined. Bruce Willis likewise. Isn't it nice when a plan comes together?
CRITICAL: Terrible.
OSCARS: Forget it!

IN BED WITH MADONNA (aka TRUTH OR DARE)

Fabulous Madonna life story movie. Very sexy. Can't tell you much about it — this is a family magazine (worse luck!).
$ RATING: Pretty damn good for a bio-pic.
CRITICAL: Don't listen to 'em.
OSCARS: Sorry, honey.

MOBSTERS

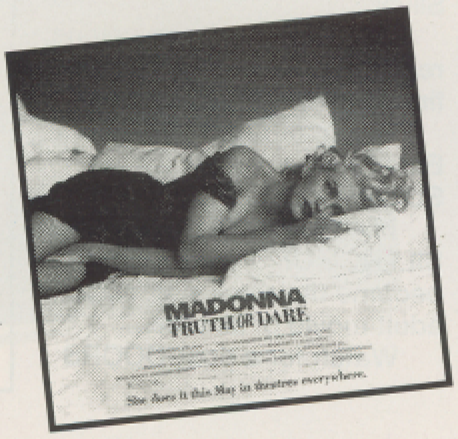
YOUNG GUNS actors take on gangsters in '30s Chicago. THE GODSONS. Christian Slater is gonna be so big. Just wait.
$ RATING: Good, I hope. It's a nice idea, nicely done.
CRITICAL: On a scale of matchbook to Dunhill, Zippo.
OSCARS: Kiss my ass!

THE NAKED GUN II 1/2: THE SMELL OF FEAR

Incredibly funny script and ad campaign. This is comedy year, and this is *the* comedy. Damn funny!
$ RATING: Big. It'll surprise everyone except me. 1991's biggest after DYING YOUNG, TERMINATOR 2 and PRINCE OF THIEVES.
CRITICAL: Very positive.
OSCARS: If it is big, a nod. Screenplay?

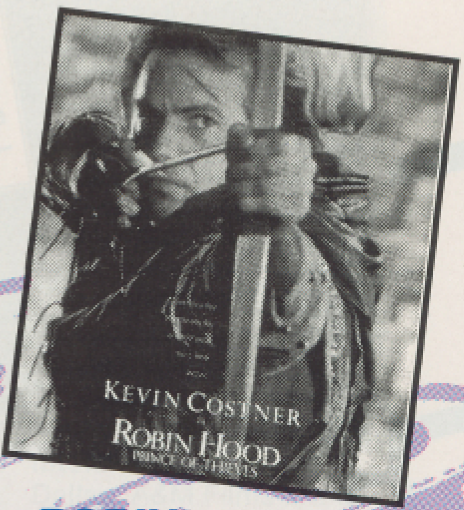
ONLY THE LONELY

The plot of Ronnie Corbett's SORRY on the big screen. John Candy is Timothy Lumsden. From John Hughes and Chris Columbus, who gave 1990 HOME ALONE.
$ RATING: It's not HOME ALONE. Fair.
CRITICAL: Thank you, no.
OSCARS: Ditto.



RADIO FLYER

Abused kids develop TIME BANDITS-style fantasy world. No stars. Cost $30m, should have been less, but...
$ RATING: Who cares what it cost? It'll surprise everyone, me included.
CRITICAL: E.T. with wings. A hit.
OSCARS: One or two slight nods if it's a hit.



ROBIN HOOD: PRINCE OF THIEVES

The real reworking of a classic legend. Kevin Costner, Christian Slater, Sean Connery, Mary Elizabeth Mastrantonio... DANCES WITH WOLVES co-director Kevin Reynolds directs.
$ RATING: Can medieval mayhem grab the kids? Uncertain at best.
CRITICAL: Not terrible.
OSCARS: A couple of small ones.

THE ROCKETEER

HONEY, I SHRUNK THE KIDS director takes on fabulous modern comic strip set in 1938. Great effects, great fun. Alas, no stars. DICK TRACY didn't work for anybody but Madonna.
$ RATING: It cost $50 million. It should recover it. Top 5?
CRITICAL: Okay.
OSCARS: Unlikely.

TEENAGE MUTANT NINJA TURTLES II: THE SECRET OF THE OOZE

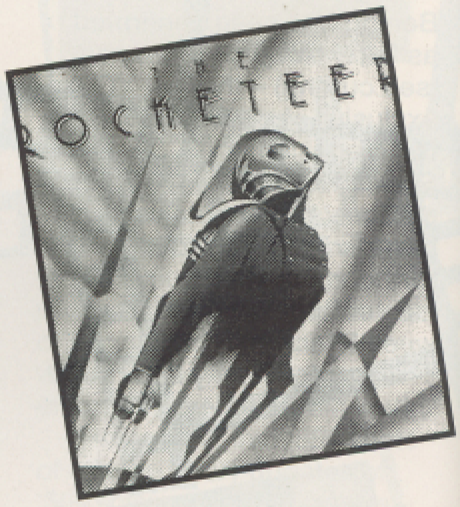
Eco-friendly and brightened-up Turtles sequel. The first one was fun, this one's funner.
$ RATING: You thought Turtlemania was over? You were wrong. $100m. Cowabunga!
CRITICAL: Film reviews are for squares!
OSCARS: No way, dude!

TERMINATOR 2: JUDGEMENT DAY

At $125m, the most expensive movie ever made. Schwarzenegger, director James Cameron and Linda Hamilton all return. Incredible script and effects.
$ RATING: $170m in America, $300m worldwide. Carolco hopes!
CRITICAL: With all that money to be counted, who has time to read the dailies?
OSCARS: Special effects, natch.

SOAPDISH

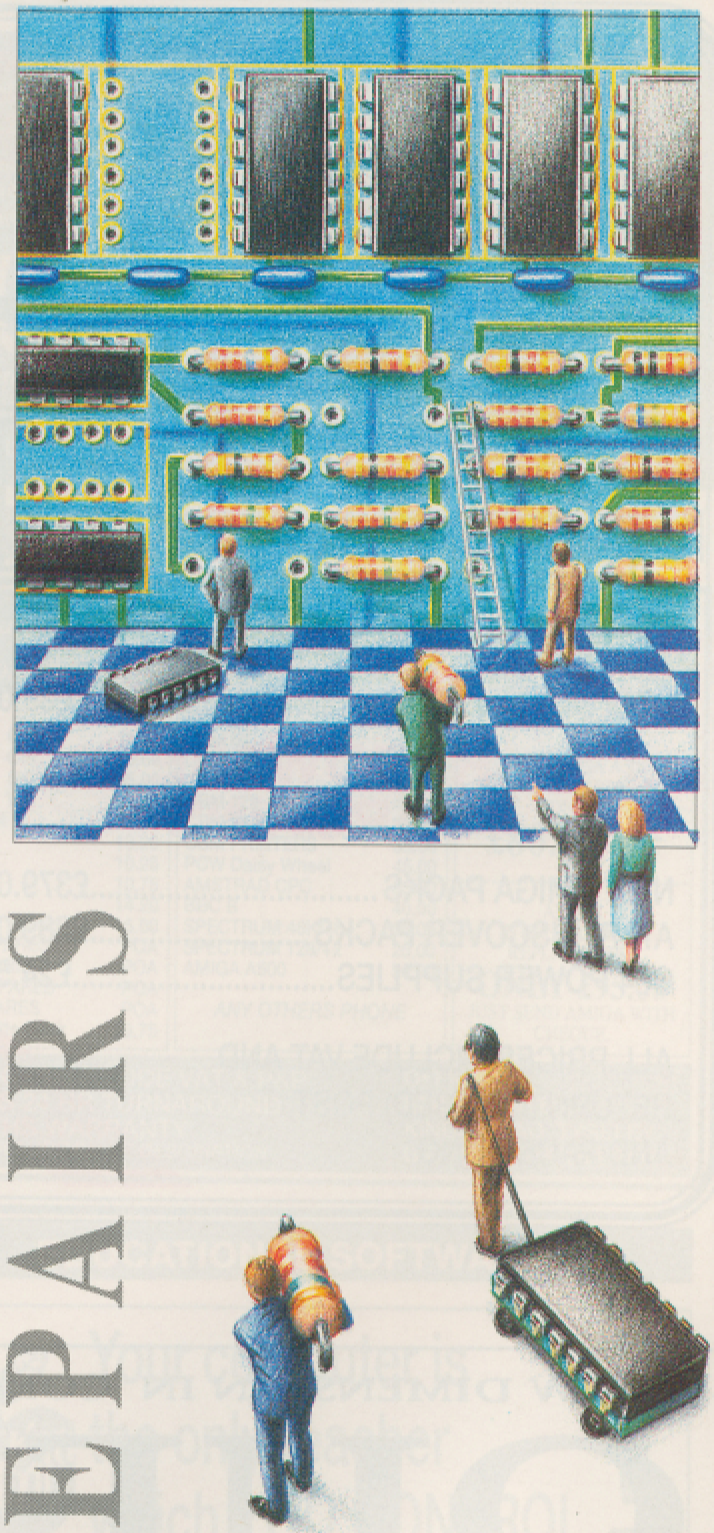
Kevin Kline, Sally Field and Whoopi Goldberg in behind-the-scenes-at-a-soap-opera comedy. Kline is as good as he was in A FISH CALLED WANDA and Robert Downey Jr. is even better. Hilarious.
$ RATING: Comfortable.
CRITICAL: Haven't seen a final cut yet, but should be very good.
OSCARS: Kline, Field and Goldberg are all past winners. Downey Jr. deserves a nomination, but he won't get one. Screenplay nod.



WHAT ABOUT BOB?

Very funny teaming of Bill Murray and Richard Dreyfuss as a headcase and psychiatrist who vacation together.
$ RATING: Around $50m. A 'sleeper' hit.
CRITICAL: Average.
OSCARS: Not unless there's a Freudian slip.

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